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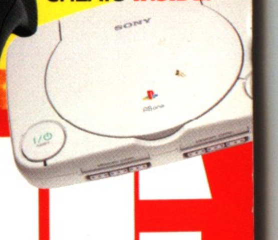

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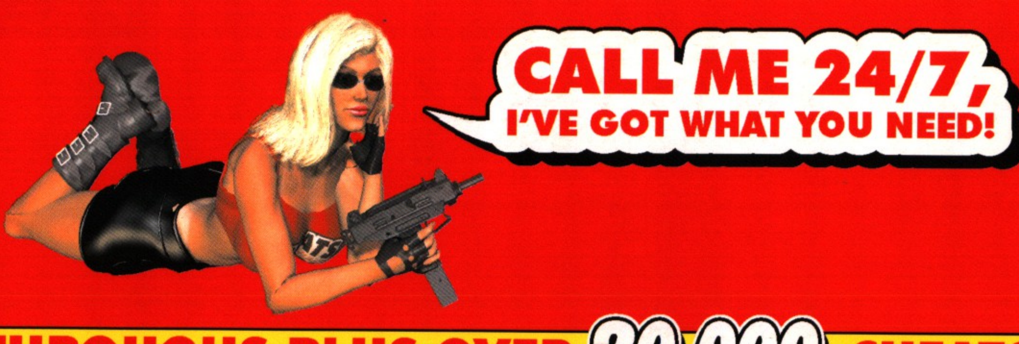

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Seven Samurai 20XX
Shadow Hearts
Shadow Of Zorro
Shadowman 2
Shaun Palmer Snowboarder
Shinobi
Silent Hill 2
Silent Hill 3
Silent Scope
Silent Scope 3
Simpsons: Hit & Run
Simpsons: Skateboarding
Sims
Sims: Bustin' Out
Sly Racoon
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Smugglers Run
Smugglers Run 2
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Soldier of Fortune
Sonic Heroes
SOS: The Final Escape
Soul Calibur 2
Soul Reaver 2
Spawn: Armageddon
Speed Kings
Sphinx & Cursed Mummy
Spiderman The Movie
Splashdown
Splinter Cell
Spy Hunter
Spy Hunter 2
Spyro: Enter the Dragonfly
SSX 3
SSX Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Trek: Shattered Univ.
Star Wars: Bounty Hunter
Star Wars: Jedi Starfighter
Star Wars: Star Fighter
Starsky & Hutch
State of Emergency
Street Hoops
Stuntman
Suffering
Summer Heat Volleyball
Summoner
Summoner 2
Super Bust-A-Move 2
Super League Rugby Lgue.
Superman: Sh. of Apokolips
SWAT: Global Strike Team
Syberia
T = 2 0
Tak and the Power of Juju
Tarzan Freeride
Teenage Mut. Ninja Turtles
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Fast and the Furious*
The Fellowship of the Ring
The Getaway
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Matrix
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Simpsons: Road Rage
The Simpsons: Skateboard.
The Sims
The Sims: Bustin Out
The Suffering
The Thing
The Two Towers
Theme Park World
Thirteen (XIII)
This is Football 2002
This is Football 2003
This is Football 2004
Thunderhawk: Op. Phoenix
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Ghost Recon
Tom Clancy's Jungle Storm
Tom Clancy's Rainbow Six 3
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tomb Raider: Angel of D.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
Total Club Manager 2004
Total Immersion Racing
Transformers
True Crime: Streets of LA
Turok, Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger
U = 2 1
Ulti. F. Champ: Throwdown
Urban Freestyle Soccer
US Navy Seals, SOCOM
V = 2 2
Vampire Apocalypse
Vampire Night
Van Helsing
Vice City, Grand Theft Auto
Virtua Fighter 4: Evolution
Virtua Tennis 2
Voyager Elite Force
V-Rally 3
W = 2 3
War of the Monsters
Warhammer: Fire Warrior
Warriors of Might & Magic
Way of the Samurai
Weakest Link
Whiplash
Wild Arms 3
Wipeout Fusion
Wolfenstein,Return to Castle
Wolverine's Revenge
World Champ. Snooker '03
World Championship Rugby
World Rally Champ.2 Extr.
World Rally Championship 3
Worms 3D
Worms Blast
Wrath of Cortex
Wrath of Heaven
Wrath Unleashed
WRC: World Rally Champ.
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCTP
X = 2 4
X-Files: Resist or Serve
XGRA
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Xtreme G3
Y = 2 5
Yu-Gi-Oh! Duel Monsters 2
Yu-Gi-Oh! Duellists of Roses
Z = 2 6
Zapper
Zone of Enders 2nd Runner
Zorro, Shadow of
0-9 = 2 7
007 Agent Under Fire
007 Ev'thing or Nothing
007 Nightfire
13 (XIII)
18 Wheeler
2002 FIFA World Cup
7 Blades

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24hr Customer Service: (Freephone) 0800 081 6000

WELCOME TO CHEATZONE

TIME TO ROCK 'N' PAROLE

➔ *The Suffering* has got to be one of the most disturbing – and violent – games we've ever played. Unless you count the one where Cundy makes us sit around in a circle and try different types of tofu.

It's also pretty tricky. Which is why Tom has spent the last month – including weekends, where we had to chain him to his desk – mapping the entire game, including key pick-ups, bosses and secrets. Quite an achievement for someone whose first words in the mornings tends to be, "Sorry, I'm late". And that from the other end of the phone, bleary-eyed and bleary-voiced. We think you'll be impressed with what the almost-new, almost-not-late Mayo has come up with.

EVEN MORE GAMES

The rest of the team have been busy too. Cundy took *Onimusha Blade Warriors* to the cleaners, Steve gave *Red Dead Revolver* the once over, while our army of gamers managed to eek the last drops out of *Transformers* and – yes – *Bond*.

One other piece of news: Steve has decided to take his chances in The Big City, so will only be with us for one more month. Unless we fire him first. And Tim is also heading for pastures new, i.e. somewhere he can do even less work than he does at the moment.

THE CHEATZONE TEAM

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TIPS★GUIDES★SOL★CHEATS
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Complete Silent Assassin guide! All the secrets, all the guns...
FINISH IT! RED DEAD REVOLVER
Inside: how the West was won...
THE SUFFERING
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Break out of Hell Block H with our monster 22-page solution!
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GET 'EM WHILE THEY'RE HOT!
GOLDFINGERS!
TIME TO BOND
Take EVERYTHING OR NOTHING direct to the cleaners with our top Bond Moments guide!
FIRESTARTER!
ETE VICE CITY GUIDE
Maps, mu r and more in our unmissable eight page guide to finishing GTA: VICE CITY...
future publishing
JULY 2004
£3.99

The only Hitman Silent Assassin guide worth reading!

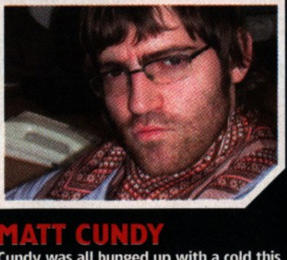
Red Dead Revolver shot dead!

The Suffering taken to the cleaners... in the prison basement.

Bond and GTA taken apart!

SO WHO ARE WE?

Four men and a little lady. We'll let you guess who the little lady is. (Oh, alright, it's Steve.)

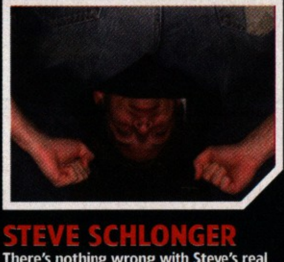


MATT CUNDY

Cundy was all bunged up with a cold this month, but didn't let that get in the way of promoting vegeterism, CND marches and wearing open toe sandals with socks.

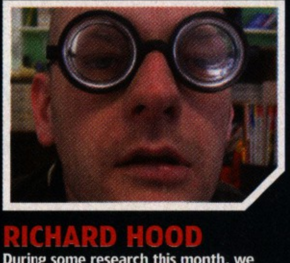
TOM MAYO

Tom enjoys the finer things in life: wine, poetry and smashing people's faces into a pulp in Wing Chun lessons. Wing Chun being a bit like sychronished swimming.



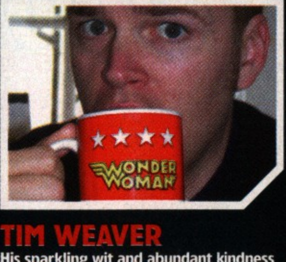
STEVE SCHLONGER

There's nothing wrong with Steve's real surname, it's just it doesn't fit anywhere. So, this month we feature his Saturday night name. And Saturday night stance.



RICHARD HOOD

During some research this month, we actually stumbled across a picture of Hoody with hair. Not a lot, but enough. It was like looking at a car crash.


WONDER WOMAN

TIM WEAVER

His sparkling wit and abundant kindness are going to be a big loss. That's what the team reckoned when Rod Hull died. Tim? Couldn't give a rat's arse, in truth.

12,000 CODES

More cheats than any other mag!

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CHEATZONE
A TO Z
007 NIGHTFIRE
BURNOUT 2: POINT OF IMPACT

076 A TO Z

Twenty pages filled to the brim with PS2 cheats. Plus, some interesting Top Fives. Including Top Five Torture Devices.

WRITE TO US **CHEATZONE**, 30 MONMOUTH ST, BATH, BA1 2BW **EMAIL US** CHEATZONE@FUTURENET.CO.UK

THE BIG GAMES THIS MONTH

MORE PAGES THAN ANY OTHER MAG ON THE HOTTEST NEW GAMES...

012 HITMAN CONTRACTS
The only Silent Assassin guide you need. See it all, do it all, kill it all. It's the only way to score 100%.

026 ONIMUSHA: BLADE WARRIORS
Cundy uses a blade without due care and attention... and then turns in this top battle guide.

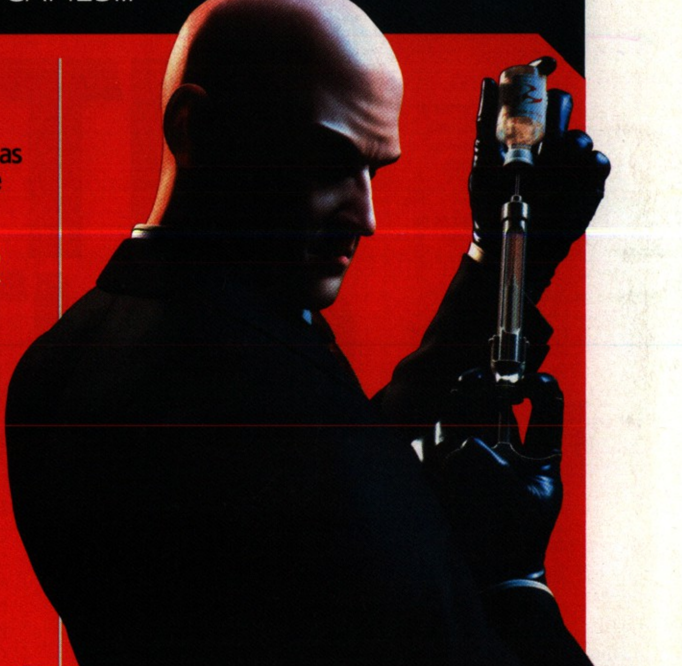
032 THE SUFFERING
Tom gets down and dirty in the state pen, taking you on a dingy journey through every level.

054 TRANSFORMERS
All the data-cons collected – and without even breaking a sweat. You could say it kicks bot.

060 RED DEAD REVOLVER
An expert man wrestler as well as being quick with his pistol, Steve was the obvious choice for this.

064 EVERYTHING OR NOTHING
Every Bond Moment treated with utter contempt: EA tried to hide them away, but we went and found them all.

118 GTA: VICE CITY
Special! Tagged onto this month's GTA Clinic is a full six-page guide to annihilating the missions. Easy.



THE PULSE
THE SUFFERING
STREET CHEAT!
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THE COMPLETE PSONE
A TO Z
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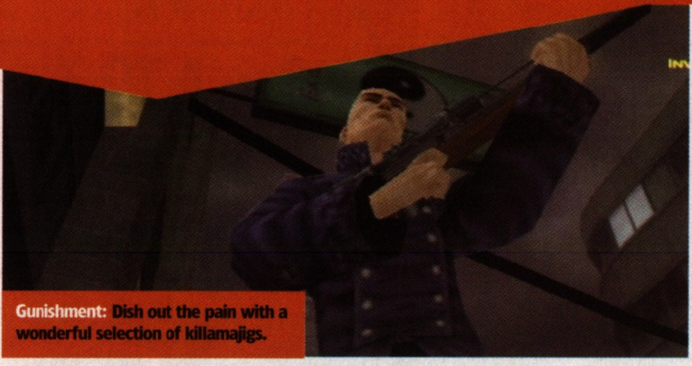
COLIN MCRAE RALLY

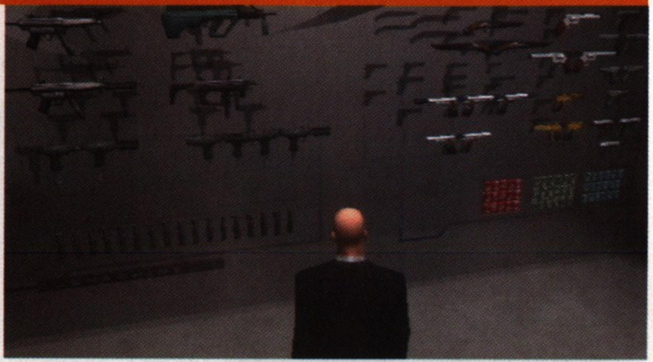
TEN pages of cheats for your PSone!

THE PULSE

The latest codes / The hottest news / The stuff you MUST know



Gunishment: Dish out the pain with a wonderful selection of killamajigs.



MORE HOT TIPS HERE!

WAY OF THE SAMURAI 2

Sadly, cheating is not the way.

HARD MODE
Complete the game on the Easy and Normal difficulty settings to unlock Hard Mode.

VERY HARD MODE
Complete the game on the Hard difficulty setting.

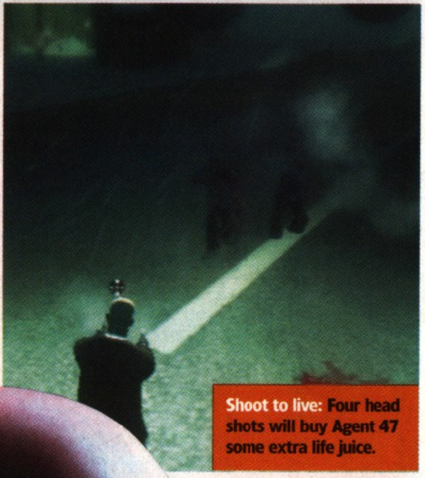
SUDDEN DEATH MODE
Accumulate over 7,500 points after completing the game.

COMPLETION EXTRAS
Complete the game to unlock additional character heads and clothes. Extra heads and clothes are added each time the game is completed.

BALDLY GO

HITMAN CONTRACTS

Silence without the violence.



Shoot to live: Four head shots will buy Agent 47 some extra life juice.

LEVEL SELECT

At the main menu, press ⊡, △, ◎, ←, ↑, →, L2, R2. A level select menu will appear once the code has been entered.

COMPLETE LEVEL WITH SILENT ASSASSIN RATING

At the start of a level, press R2, L2, ↑, ↓, ⊗, ↘, ◎, ⊗, ◎, ⊗. You will automatically complete the level with a Silent Assassin rating.

STAYING ALIVE

If you successfully hit four enemies with consecutive headshots when the screen changes to black and white to signal imminent death, you will resume the game with a small portion of health.

ALL TRAINING LEVEL WEAPONS

Select the Training level and input the 'Silent Assassin Rating' code. When you return to the Training level, all the weapons will be at your disposal in the weapons storage area.

UNLOCKABLE WEAPONS

Complete each of the missions with a Silent Assassin rating to unlock an extra weapon. Here's the entire list...

Mission 1: CZ 2000 Dual Pistols
Mission 2: Micro Uzi Dual Submachine Guns
Mission 3: Silverballer Silenced Dual Pistols
Mission 4: Magnum 500 Dual Pistols
Mission 5: Sawn-Off Shotgun Dual
Mission 6: M4 Carbine Silenced Assault Rifle
Mission 7: SG220 .S Dual Pistols
Mission 8: MP5 Silenced Submachine Gun
Mission 9: AK 74 Silenced Assault Rifle
Mission 10: GK 17 Dual Pistols
Mission 11: Micro Uzi Silenced Dual Submachine Guns
Mission 12: PGM Silenced Sniper Rifle

Look here for `interesting' facts!

DID YOU KNOW? → ASSASSIN BUGS FEED BY EXTERNAL DIGESTION. THEY TURN THEIR PREYS INSIDES INTO LIQUID

OOH, NASTY

THE SUFFERING

Bloody murder! Loads of codes!

Enter any of the following codes during game play for the desired effect. Torque will say something and an on-screen message will confirm correct code entry.

FULL HEALTH
Hold L1 + R1 + ⊗ and press ↓, ↓, ↓, R2, ↑, ↑, ↓, ↑, R2.

FULL XOMBIUM BOTTLE
Hold L1 + R1 + ⊗ and press →, →, ↑, ↑, R2, ←, →, R2, →, ↑, →, R2.

RECHARGES TORCH
Hold L1 + R1 + ⊗ and press ↑, ←, ↓, →, ↑, →, ↓, ←, R2.

FULL AMMO FOR HELD GUN
Hold L1 + R1 + ⊗ and press →, →, ↓, ↑, ←, →, ←, ←, R2.

FULL AMMO FOR RANGED WEAPON
Hold L1 + R1 + ⊗ and press ←, ←, ↑, ↓, →, ←, →, →, R2.

FULL SHOTGUN AMMO
Hold L1 + R1 + ⊗ and press 4, 4, 4, 2, 2, 2.

FLAMETHROWER WITH

MAX JUICE
Hold L1 + R1 + ⊗ and press ↑, ↑, ↑, →, →, →.

TOMMY GUN WITH MAX AMMO
Hold L1 + R1 + ⊗ and press ↓, →, ↑, ←, ↓, R2, ←, ←, →, →, ↓, ↑, ←, →, R2.

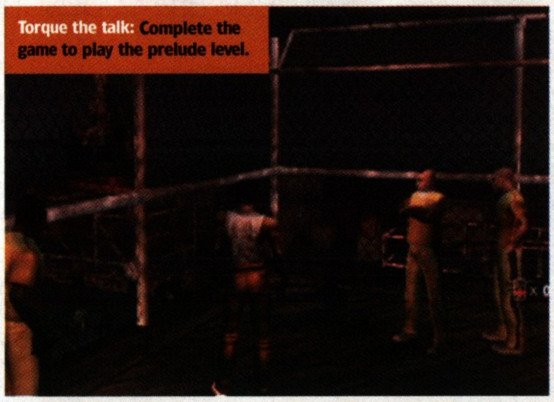
ALL WEAPONS EXCEPT GONZO GUN
Hold L1 + R1 + ⊗ and press ↓, ↑, ↓, ←, →, ←, R2, ↑, ←, ↓, →, ↑, →, ↓, ←, R2, ↓, ↓, ↓, R2, R2.

GONZO GUN
Hold L1 + R1 + ⊗ and press ←, R2, R2, R2, →, ←, →, ←, ↑, R2, R2, R2, ↓, ↑, ↓, ↑, R2.

MAX SHRAPNEL GRENADES
Hold L1 + R1 + ⊗ and press →, →, →, ←, ←, ←.

MAX MOLOTOV COCKTAILS
Hold L1 + R1 + ⊗ and press ↓, ↓, ↓, ↑, ↑, ↑.

INCREASE NEGATIVE KARMA
Hold L1 + R1 + ⊗ and press ←, ←, ↓, ↑.



Torque the talk: Complete the game to play the prelude level.

INCREASE POSITIVE KARMA
Hold L1 + R1 + ⊗ and press ↑, ↑, →, ↑.

FILLS INSANITY METER
Hold L1 + R1 + ⊗ and press →, →, →, R2, ←, ←, →, ←, R2.

TORQUE COVERED IN BLOOD
Hold L1 + R1 + ⊗ and press ↑, ↓, ←, →.

CLEAN TORQUE
Hold L1 + R1 + ⊗ and press ↓, ↑, →, ←.

B&W CINEFILM EFFECT
Hold L1 + R1 + ⊗ and press ↑, R2, ←, R2, ↓, R2, →, R2. Re-enter to disable its effects.

TRIPPY MODE
Hold L1 + R1 + ⊗ and press ←, ←, R2, →, →, R2, ↑, ↑, R2, ↓, ↓, R2. Re-enter to disable its effects.

CLEAN FAMILY PHOTO
Hold L1 + R1 + ⊗ and press ↑, →, ↑, →, ↑, →, R2.

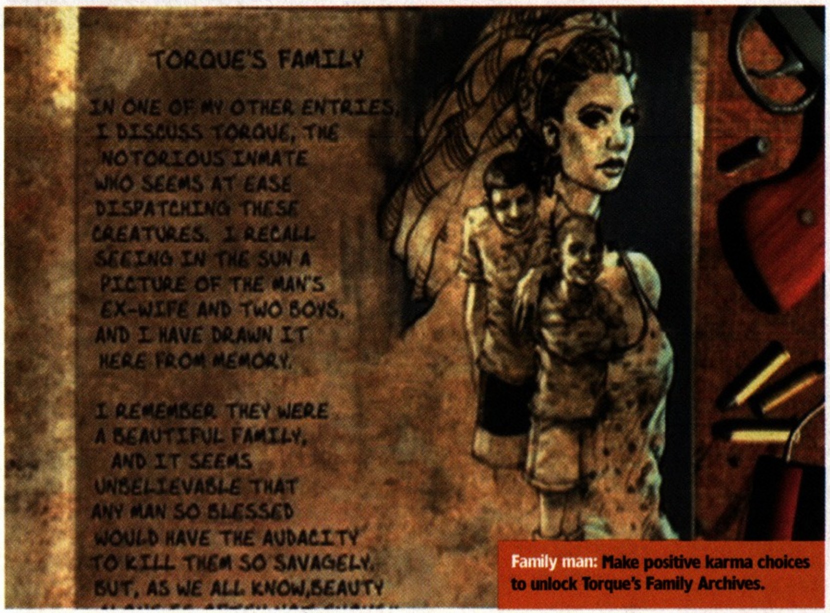
BLOODY FAMILY PHOTO
Hold L1 + R1 + ⊗ and press ←, ↓, ←, ↓, ←, ↓, R2.

UNLOCK ALL MAPS
Hold L1 + R1 + ⊗ and press ←, →, ↓, →, R2, ←, ↑, ←.

ALL NOTES AND DOCUMENTS
Hold L1 + R1 + ⊗ and press →, ←, ↑, ←, R2, →, ↓, →.

TORQUE DIES
Hold L1 + R1 + ⊗ and press ↓, ↓, ↓, ↓.

BONUS LEVEL
Complete the game and select New Game from the main menu. Instead of starting the game on death row, it begins when you first arrive on Carnate Island. When you get off the boat, Torque will be in a courtyard with three other inmates. A crow eventually lands in the corner of the courtyard – approach the crow to hear some developer commentary about the bonus level. Torque will also put on a hat when he approaches the crow.



TORQUE'S FAMILY

IN ONE OF MY OTHER ENTRIES,
I DISCUSS TORQUE, THE
NOTORIOUS INMATE
WHO SEEMS AT EASE
DISPATCHING THESE
CREATURES. I RECALL
SEEING IN THE SUN A
PICTURE OF THE MAN'S
EX-WIFE AND TWO BOYS,
AND I HAVE DRAWN IT
HERE FROM MEMORY.

I REMEMBER THEY WERE
A BEAUTIFUL FAMILY,
AND IT SEEMS
UNBELIEVABLE THAT
ANY MAN SO BLESSED
WOULD HAVE THE AUDACITY
TO KILL THEM SO SAVAGELY.
BUT, AS WE ALL KNOW,BEAUTY

Family man: Make positive karma choices to unlock Torque's Family Archives.

STREET CHEAT!

IN WHICH WE APPLY THE METHODOLOGY OF CHEATING TO EVERYDAY, REAL WORLD SITUATIONS. USING TOM.

07 PSYCHEDELIC MODE

STEP 1 SQUARE

Mayo wants to hang with the hip crowd, but he's too square. Trying to be cool, he decides drugs are the answer. Only problem is, he can't find a dealer. But, he does know a Trippy Mode cheat. Sorted!

STEP 2 BENDY

As the hallucinatory code begins to take effect on Mayo's feeble mind, he has an overwhelming urge to pull his teeth out. It seems like a reasonable idea, so he whips out his pliers and gets straight to work.

STEP 3 BLOODY

Hungry after his DIY dentistry, spaced-out Mayo fancies a sandwich. 'Where's all this ketchup coming from?' he wonders vacantly. He'll soon find out when he comes down from his psychedelic voyage.

NEXT MONTH...

MAYO HAS HIS NIPPLES SEWN TO HIS EYELIDS. OR SOMETHING LIKE THAT.

USING A TOXIN AND THEN SUCK IT OUT LIKE A MCMILKSHAKE. ONLY HEALTHIER AND BETTER FOR YOU.

THE C-FILES

We unearth real life cheats and tell the world how they conned the, er, world.

SUBJECT: DIEGO MARADONA

There's no question that he was one of the greatest footballers of all time, but English fans will always remember Diego Maradona as the cheating Argentine tw't that used his hand to score against England in the quarter-finals of the 1986 World Cup. The handball was so blatant that only the visually handicapped match referee and linesmen failed to see it. The never-should-have-been-allowed-in-a-million-years goal proved decisive as Argentina won the game 2-1.

As if scoring with his hand wasn't bad enough, Maradona's post-match comments infuriated English fans even further, claiming that the goal was scored "a little bit by the hand of God, another bit by the head of Maradona." His unashamed arrogance caused an outbreak of apoplexy and millions of Englanders became utterly sick with poisonous Diego hate.

VERDICT:

In the 2002 World Cup, Mickey Owen took The World's Most Blatant Dive in the penalty area to earn England a penalty, which subsequently gave them a 1-0 victory over Argentina. Things have a habit of balancing out. Now it looks like the only thing the portly, coke fiend is going to be kicking is the bucket.

SCHIZO BOTS

TRANSFORMERS

These are codes. They're not in disguise.

Enter the following codes on the Difficulty Select screen. Red Alert will say "Code Accepted" to confirm correct code entry. Take your pick from this lot...

DEEP AMAZON LEVEL COMPLETE
←, →, ←, ←, →, R1, R2, ○

MID ATLANTIC LEVEL COMPLETE
○, □, ○, □, →, ←, ←, →

ALASKA LEVEL COMPLETE
R1, ○, R1, □, ←, ←, →, ←

STARSHIP LEVEL COMPLETE
←, ←, →, ○, ○, →, →, ←

ALL EARTH LEVELS COMPLETE
R2, R1, L1, L2, □, ○, □, ○

Enter the following codes in the Mission Room. Red Alert will say "Code Accepted" to confirm correct code entry.

BIG HEAD MODE
○, ○, ○, □, L1, L1, L1, L2

TURBO MODE
L1, R2, R2, □, □, □, □, L1

Growbots in disguise: Transform the Transformers. Strange stuff indeed.

MORE HOT TIPS HERE!

SERIOUS SAM: NEXT ENCOUNTER

Complete the game with Gold rankings to unlock additional levels. Here's the list of how many Gold ranks are required. To access the additional levels, press ⊗ at the Level Select screen.

Praetorian Camp (Ancient Rome)	3 Gold ranks
Forum Romanum (Ancient Rome)	5 Gold ranks
Forum of Trajan (Ancient Rome)	7 Gold ranks
Addressing the Senate (Ancient Rome)	9 Gold ranks
Caesar's Sanctum (Ancient Rome)	12 Gold ranks
Silk Road (Feudal China)	15 Gold ranks
Gate of Supreme Harmony (Feudal China)	18 Gold ranks
Steam Tower (Legendary Atlantis)	22 Gold ranks
Geothermal Tunnels (Legendary Atlantis)	24 Gold ranks
Corridors of Power (Legendary Atlantis)	26 Gold ranks
The Gallery	31 "Gold" ranks

HINJINS IS COMIN'

RED DEAD REVOLVER

The wagon train brought us these...

HARD DIFFICULTY
Complete the game to unlock the Hard difficulty setting.

BOUNTY HUNTER MODE
Complete the game to unlock Bounty Hunter Mode.

VERY HARD DIFFICULTY
Complete the game on Hard to unlock the Very Hard difficulty setting.

RED WOOD REVOLVER MODE
Complete the game on Hard to unlock Red Wood Revolver Mode.

SHOWDOWN CHARACTERS AND JOURNAL PAGES
Buy all the items from the stores to unlock additional Showdown characters and Journal pages.

UNLOCKING CHEATS
Complete the Bounty Hunter missions to unlock cheats (as well as additional Showdown characters). Once unlocked, the cheats can be accessed from the pause menu. The cheats include Invincibility, Infinite Deadeye, Big Money and Bite the Bullet (one hit kills).

INCREASE HEALTH
During the Saloon Fight level, go upstairs and talk to the women in the bath. You can then purchase a Hot Bath for $1,500 to increase your maximum health.

Wears the soap: Take a hot bath to increase your maximum health.

KNACKERED GALAXY

STAR TREK: SHATTERED UNIVERSE

These were next to the Captain's Log.

Enter the following code or codes of your choice on the Excelsior bridge menu screen. An on-screen message confirms correct code entry.

LEVEL SELECT
R1, L1, ○, □, L1, R1, △

ALL SHIPS
L1, □, L1, □, R1, R1, ○, SELECT

INVINCIBILITY
L1, ○, L1, R1, △, △, ○, SELECT

ALL MEDALS AND RANKS
L1, R1, L1, ○, R1, △, L1, SELECT

KOBAYASHI MARU DIFFICULTY
L1, △, L1, L1, □, △, R1, SELECT

DID YOU KNOW? → WHISTLE BERRIES WAS A SLANG TERM USED BY COWBOYS TO DESCRIBE BEANS. PARP.

PlayStation 2
singstar
3+

You're a Star.
So act like one.

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fun,
anyone?
PlayStation 2

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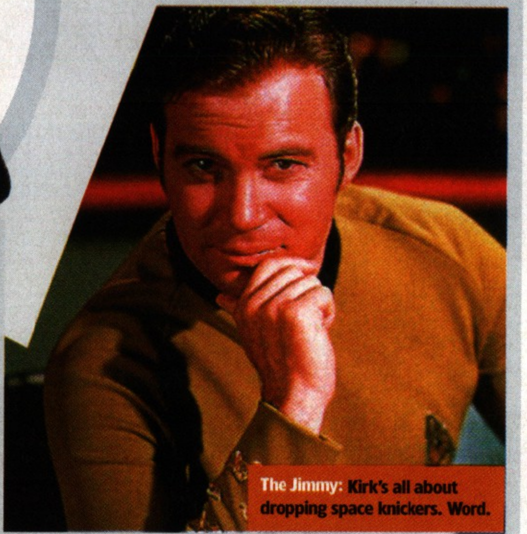
SHERLOCK HOMES

SERVIN' UP CHEATS FOR HIS PEEPS.



The Jimmy: Kirk's all about dropping space knickers. Word.

Q1 DO YOU HAVE ANY CHEATS FOR STAR TREK VOYAGER: ELITE FORCE?

MARK ANDREWS VIA EMAIL

My man Jim T Kirk is the undisputed quadrant Lothario moon talkin' pimp daddy. But then – BAM! – some undope omnipotent energy blob sends the crew outer space in the brain tube and Kirk is all like, "Set phasers to 'cap that mofo'!" Then he gets strictly business on the bridge and rescues a bunch of whales... Homes boldly goes where no man has gone before to bring you cheats...

Pause the game and enter the following codes for the desired effect.

FULL ARMOUR

Hold L1 + R1 and press SELECT.

FULL HEALTH

Hold L1 + L2 + R1 + R2 and press SELECT.

FULL AMMO

Hold R1 + R2 and press SELECT.

ALL WEAPONS

Hold L1 + L2 + R1 + R2 + L3 and press SELECT.

AUTO LOCK

Hold L1 + L2 and press SELECT.

GOD MODE

Hold L1 + L2 + R1 + R2 + R3 and press SELECT.

Croc the bells: Old skool flavas all up in ya face like a cling film balaclava. And that's word to the wise.

Q2 PLEASE CAN I HAVE CHEATS FOR CROC: LEGEND OF THE GOBBOS (PSONE)?

JAMES PORAN VIA EMAIL

Big up to my main man James Poran whose going way, way back and kickin' retro Roland Browning 32-bit old skool miners strike nostalgia flavas.

LEVEL SELECT

Enter ULDLRLDULRRDRRU as a password.

MASTER PASSWORD

Enter LLLLDRRLLDRDLUR as a password. You will begin a game on the final level of secret island 5-B with all the secrets.

Don't forget – if you're seeking cheats, send crazy correspondence to:

My Man Homes, Cheatzone, 30 Monmouth St, Bath, BA1 2BW. Or email: cheatzone@futurenet.co.uk

Van Headbig: We love big heads. They're funny.

MAN AND...

VAN HELSING

Ram your stake through these...

There are Cheat Glyphs hidden throughout the game. When you find a Cheat Glyph, you can toggle the cheat on/off from the Inventory menu. Here's the few we've found so far, but there's still plenty to find – if you find any we've missed, feel free to let us know.

GHOST BODY

At the start of Mission One, break open the door that's blocked by two boxes. The Cheat Glyph is behind the door.

BIG HEAD

The Cheat Glyph is behind the wrecked wagon at the start of Mission One.

ARMOURY ANYTIME

Inside the basement of Frankenstein's Castle is a wooden platform. By standing on the platform you can use a grapple point which takes you to the Cheat Glyph.

TRANSLUCENT BODY

Below the broken bridge near the start of Mission One is a door behind a waterfall. The Cheat Glyph is behind the door.

UNLIMITED SPEED

This Cheat Glyph is located in the side courtyard of Frankenstein's Castle. Double jump around the area until you spot a grapple point, which will take you to the Cheat Glyph.

Water fool: Check behind these doors for Cheat Glyphs.

DID YOU KNOW? ➔ KIEFER SUTHERLAND HAD TO WEAR GLOVES IN VAMP FLICK THE LOST BOYS TO COVER A CAST.

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THE FACTS: **HITMAN CONTRACTS** ● PLAYERS **1** ● MEMORY CARD SPACE **185KB** ● DIFFICULTY **MURDEROUS** ● COMPLETION TIME **TWO WEEKS**

HITMAN CONTRACTS

GET SILENT ASSASSIN ON EVERY MISSION!

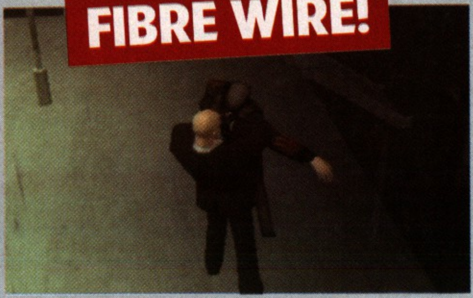
Last month was child's play. Now we're digging deeper and harder to uncover everything that *Hitman Contracts* has to offer.

BEAT THIS → CAN YOU GET THE SILENT ASSASSIN RATING FOR THE TRAINING MISSION? IT'S

1 THE KILLING ZONE

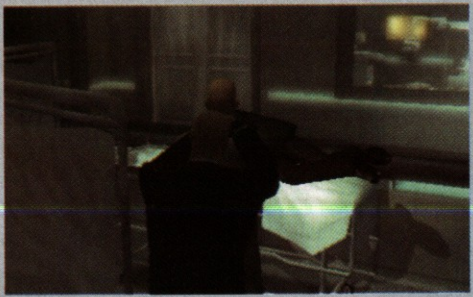
THERE'S MORE THAN ONE WAY TO SKIN A CAT (APPARENTLY) AND THERE ARE ALSO QUITE A FEW TO KILL SOMEONE WITHOUT BEING NOTICED. HERE, IN NO PARTICULAR ORDER, ARE OUR CREAM OF THE CROP.

FIBRE WIRE!



FAST AND FURIOUS (L2 + → + R1)

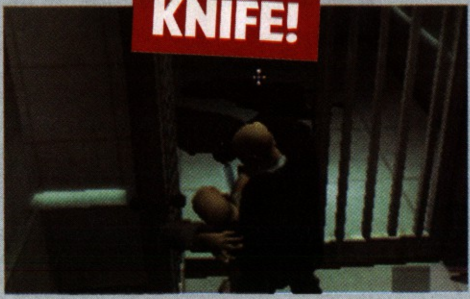
If you're in a hurry, then this might be the best one to use. With this move, you can kill in confidence, knowing that you'll be away from the scene in seconds.



BACK TO BASICS (L2 + ↓ + R1)

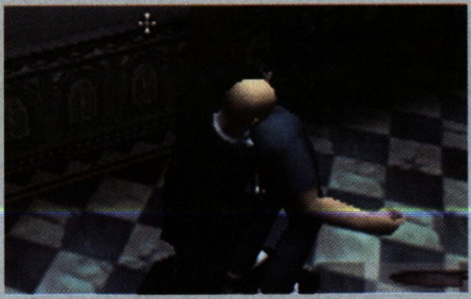
A classier kind of move, if such a thing exists. Great to pull off if you're demonstrating your assassination prowess to a less-proficient *Hitman* gamer.

KNIFE!



EAR, THAT HURT! (L2 + ↑ + R1)

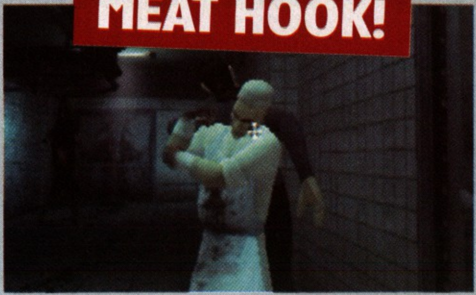
Imagine having a knife thrust into your ear by a trained assassin. It doesn't sound pleasant, does it? Fortunately, though, you're the assassin in this case.



BACK TO LIFE (L2 + ← + R1)

Alternatively, why not just repeatedly stab your victim in the back when they're facing the other way? Not as slick, but it gets the job done.

MEAT HOOK!



HOOKED ON YOU (L2 + R1)

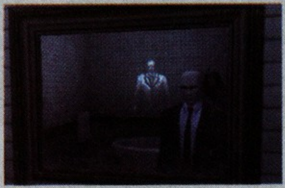
Utterly revolting. To be honest, however you kill someone with a meat hook, it's unlikely to be painless, but this move's one of the most gruesome.

2 LOOK AND LEARN

WE THOUGHT OUR HITMAN CONTRACTS GUIDES COVERED EVERYTHING; WE WERE WRONG...

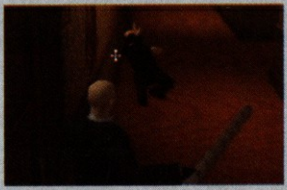
EXTRA LIFE

You're about to die... the screen loses colour and everything slows down... but wait, there's still hope! If you can kill four enemies with headshots before you finally cop it, you'll be rewarded with a small amount of extra life.



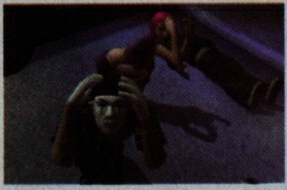
GHOST WITH THE MOST

In Mission 7, head over to the top right-hand corner of the first floor. You'll soon realise that it's all been cordoned off after a grisly murder, but if you head into the bathroom and look in the mirror, you'll see the ghost of the victim floating above the bath. You can't see him if you now turn around, but if you shoot then blood splatters against the tiles.



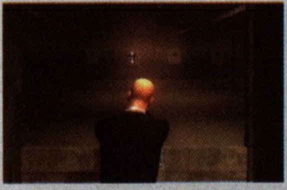
GAMETUBE

Complete the training mission with a Silent Assassin rating and you're rewarded with one of the best weapons in the whole game: the Cardboard Tube. But this is no ordinary tube, oh no. One hit from this mysterious roll of card and your victim is sent flying up to 30 feet and killed instantly. Hardly realistic, it is only cardboard after all, but hugely satisfying nonetheless.



SILENT ASSASSIN

Oft discussed on the *Hitman* forums (www.hitmanforum.com), this mime artist is an odd inclusion to the final mission in the game. When you've escaped from your apartment and made your way back outside, head over to the right side of the map and there, behind the barriers, is a stereotypical French mime artist. Of course, you could always kill him if you hate mime *that* much...



HOME ON THE RANGE

Fancy a spot of target practice? Head down to the basement of the fifth mission and look for the room in the middle. After you've disposed of the two guards in here, you're free to try out the shooting range for yourself. When you've finished taking shots at the target, press the Action button to bring it in and see how you did.

MUCH HARDER THAN IT LOOKS. ■

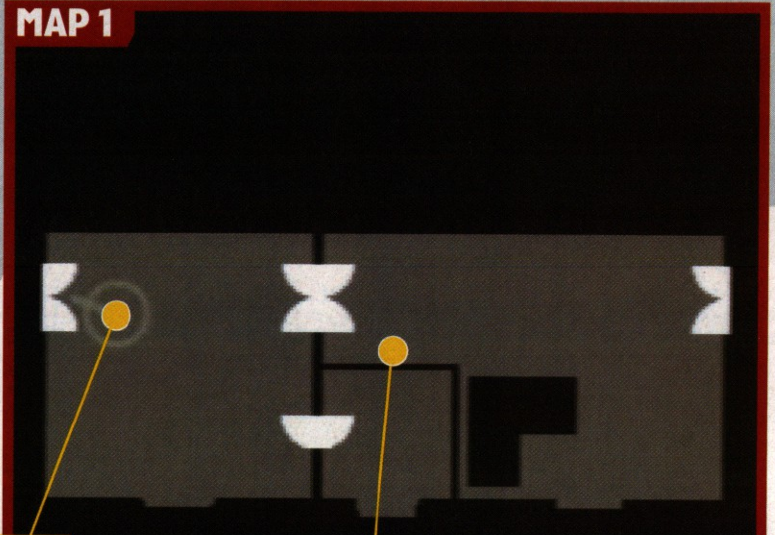
MISSION 1:
ASYLUM AFTERMATH

As you'd imagine, the first mission isn't going to cause you any major problems. There's a quick way to get through it, though, and a trickier one. Typically, we gave you the harder solution last month, so this issue, we thought we'd be a little kinder. Remember to come back here when you've picked up the key from mission 9 to collect the bonus weapons.

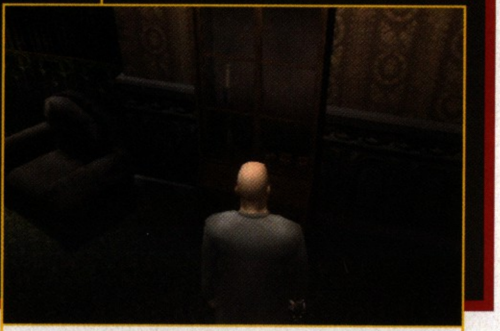
SILENT AND DEADLY

The quickest way to get out of the building may be to leave in the SWAT uniform, but it's still tricky, as the guards will become suspicious if you get too close to them. If you don't fancy the stress, follow our route from last issue.

MAP 1



■ Follow the guard up the spiral staircase and then around to the left. He'll pause at the window for about five seconds, so that's the time to strike.



■ You can pick up a Sniper Rifle from this cupboard and then use it to take out the guard by the escape vehicle and the searchlights, too.

CZ 2000 DUAL

Your first bonus weapons really aren't worth bothering about. The CZ 2000 is a weak weapon at best.

HANGING AROUND

Come out onto this walkway and a suicidal inmate leaps past you to his death. If you look above you, you'll find another one hanging limply from a rope. Nice. You can, if you wish, shoot the rope to release him and steal his clothes.

WEAPON OF CHOICE

THERE ARE A COUPLE OF EXCELLENT BONUS WEAPONS LURKING BEHIND LOCKED DOORS ON THIS MISSION, BUT THE KEY TO GETTING THEM IS UNLOCKED LATER IN THE GAME...

1

■ When you get through to mission 9, work your way up to the mansion behind the restaurant – without being spotted, obviously. When you're here, look for an office and there, on the desk, should be Ortmeyer's Key.

2

■ Take the key, complete the mission, then go back to the title screen. Now, when you replay the first mission, you can unlock two new doors. The first is to the right of the corridor at the start of the level – look for the loony carrying the Mini-Gun. Use the key on the door, kill the loony and the high-powered weapon is now yours.

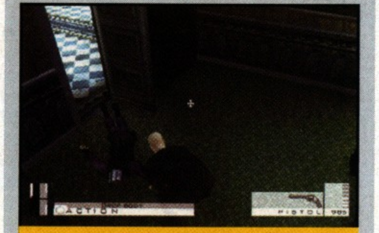
3

■ The other door is further on. Collect the Syringes and head through the mirrored corridor. At the other end is a larger room on two levels (shown here). Head down the stairs and use the key on the double doors to let yourself into a large corridor. If you have a quick nose around here, then you should easily spot the Dual Gold Desert Eagles.

VIEW TO A KILL

The first half of the mission's easy enough, but getting past the guard in the lab and then the searchlights can be tricky. Thankfully, though, there's another way if you're finding the going a little tough...

An alternative way to get past the soldiers at the main entrance is to look for the dead guard – he's around the corner from the lift on the second floor.



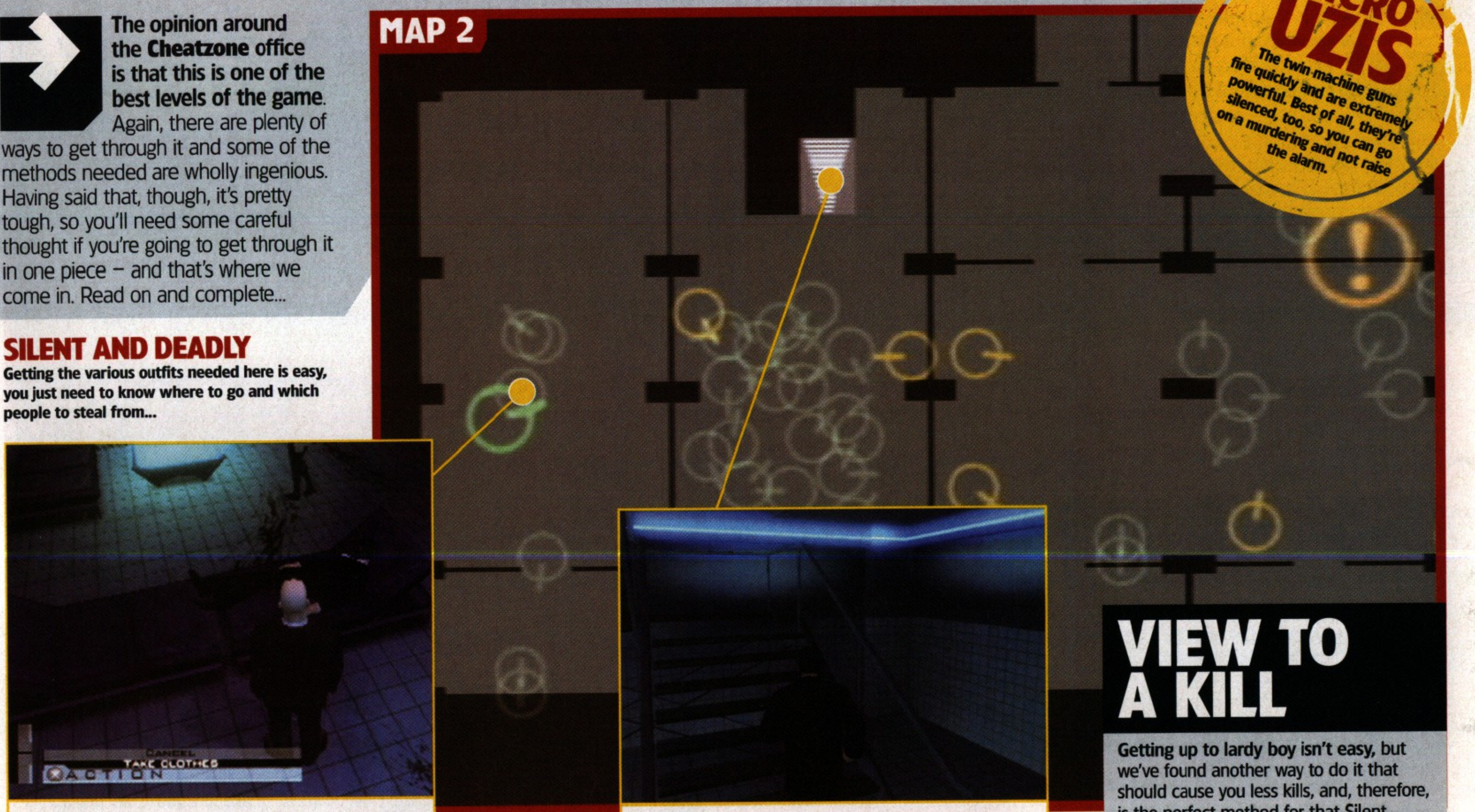
Drag his body into the office around the corner. Change into his clothes, take the Shotgun and calmly walk through the front doors.

MISSION 2:
THE MEAT KING'S PARTY

The opinion around the **Cheatzone** office is that this is one of the best levels of the game. Again, there are plenty of ways to get through it and some of the methods needed are wholly ingenious. Having said that, though, it's pretty tough, so you'll need some careful thought if you're going to get through it in one piece – and that's where we come in. Read on and complete...

SILENT AND DEADLY

Getting the various outfits needed here is easy, you just need to know where to go and which people to steal from...



■ See this bloke here? He's partied hard and now he's crashed, so what better opportunity for you than this? If you feel the urge for a smart suit and rubber mask (who doesn't?), then this is the man to head to.

■ Take this staircase here and you're well on the way to a date with the Meat King. There's a guard at the top, but as long as you're carrying the right objects to go with your outfit, then you'll be fine. Promise.

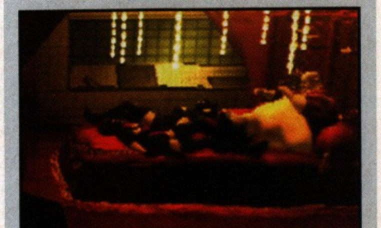
MICRO UZIS

The twin machine guns fire quickly and are extremely powerful. Best of all, they're silenced, too, so you can go on a murdering and not raise the alarm.

VIEW TO A KILL

Getting up to lardy boy isn't easy, but we've found another way to do it that should cause you less kills, and, therefore, is the perfect method for that Silent Assassin rating.

If you're dressed as a waiter, you'll need the chicken stuffed with gun method, but go up as a guest and you'll be fine – as long as you've got the VIP Invitation.

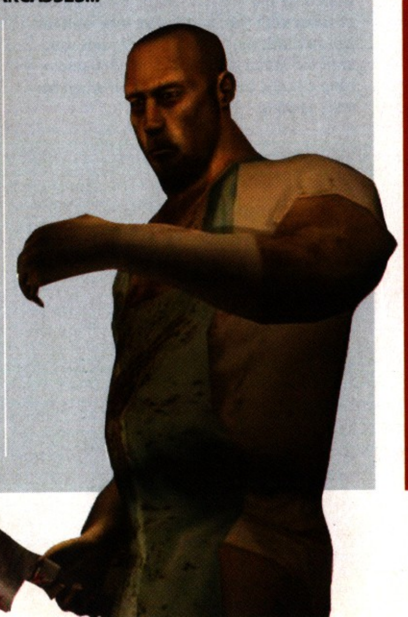


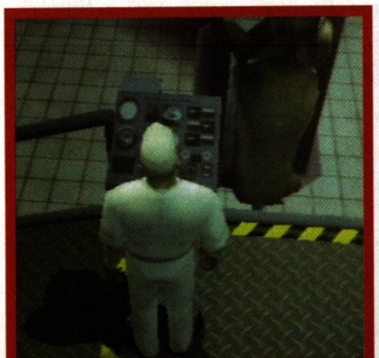
The button to close the curtains is on the wall here. As soon as the Meat King gets a sniff of his approaching murder, he'll call for the guards, so work fast.

WEAPON OF CHOICE

IT'S A PARTY IN AN ABATTOIR, WHICH MEANS THE BEST KIND OF WEAPON IS THE ONE YOU USE TO CHOP UP DEAD CARCASSES...

■ The preferred weapon on this mission is the humble Meat Hook. Not only will it get you past security checks (as long as you're dressed as a butcher), it's a swift and painful way to kill off anyone stupid enough to walk up to a huge angry-looking bald man with a meat hook in his hand.





CAPTAIN HOOK

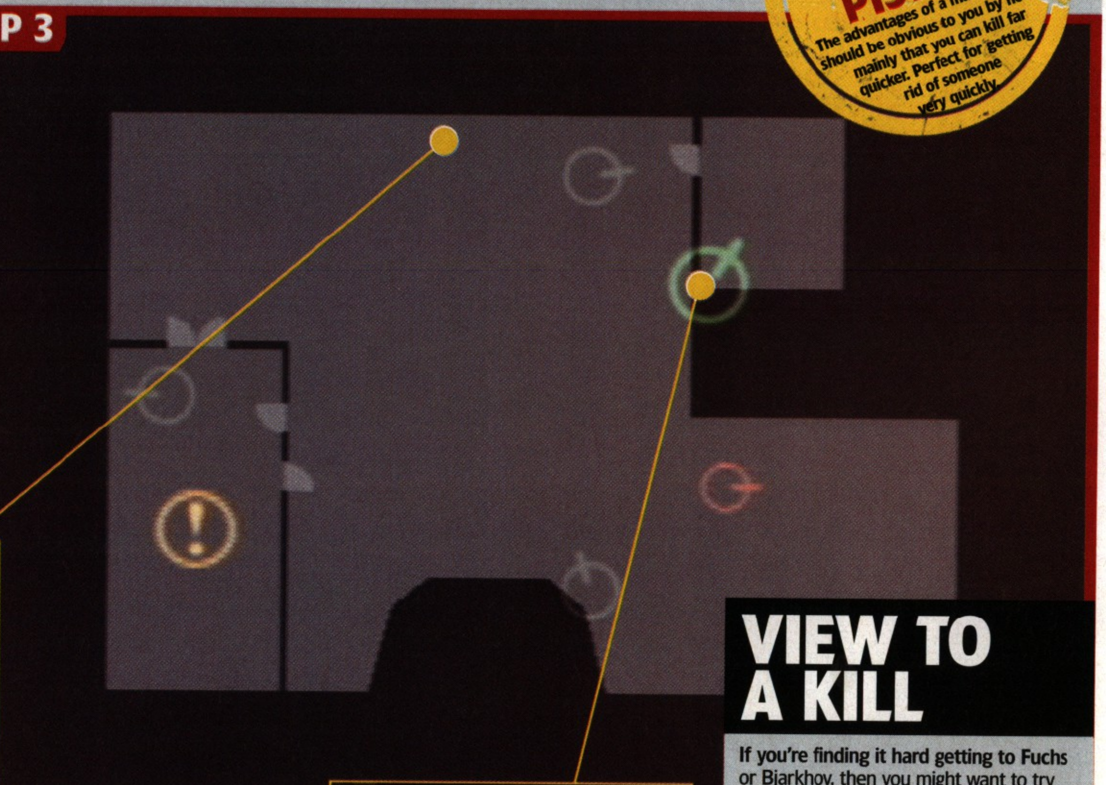
For a truly classy kill, why not head over towards the slaughterhouse of the club and, after stopping the rail when a spare hook whizzes by, hoist your victim up and onto said hook. Start the rail up again and he'll be carted off to a room at the side, well away from suspicious eyes. Complete and utter genius.

MISSION 3:
THE BJARKHOV BOMB

This is another large mission, but it's also very clear as to what Codename 47 needs to do. There are plenty of ways to kill Fuchs at the start, and kill him you must – as you need his outfit to gain access to the boat containing Bjarkhov himself. Also, make sure you talk to your contact in the kitchen (in the building containing Fuchs), as he'll show you exactly where you need to plant the bombs on the submarine.

SILVER BALLER
SILENCED DUAL PISTOLS
The advantages of a matching pair should be obvious to you by now – mainly that you can kill far quicker. Perfect for getting rid of someone very quickly.

MAP 3



SILENT AND DEADLY

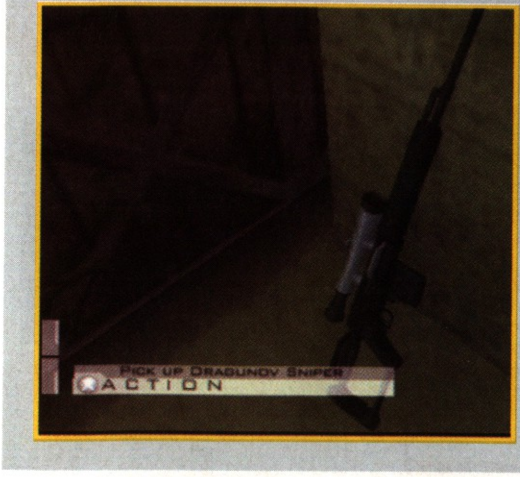
The main way to get to Bjarkhov is to dress up in Fuchs clothes, but you already know this. But what you probably didn't know was that there's a few ways to get them...

Find the laxative in the kitchen and pour it in the stew. After he's eaten a load, Fuchs runs off to the loo, where you're waiting with a weapon of your choosing. You'll have a Silenced Pistol, so that's a good place to start.

Alternatively, you could pick up the poker from near the fire and whack him a couple of times with this. Better still, why wait for him to reach the bathroom? Why not wait until the guard turns away and then pop a couple in the back of Fuchs' head when no-one's looking.

WEAPON OF CHOICE

THERE'S ONLY ONE WEAPON WORTH BOTHERING ABOUT IF YOU'RE AFTER NOISELESS KILLS. IT'S LONG. IT'S GOT A SCOPE. IT'S THE SNIPER RIFLE...



Depending on which way you go through the level, you'll either be a huge fan of the Sniper Rifle, or you'll be avoiding the machine guns that the guards are carrying. Here, more than any other level, the Sniper Rifle comes into its own, as both targets can be killed easily from a distance.

VIEW TO A KILL

If you're finding it hard getting to Fuchs or Bjarkhov, then you might want to try some long-range attacks. You'll find the Sniper Rifle in the back left-hand corner of the warehouse to the right of the canteen (make sure you're wearing a guard's uniform when you walk through the door). Then the fun *really* starts...

After picking up the Sniper Rifle, go along the tunnel and up. Now climb the tower, and look through your binoculars at the right-hand window of the canteen.

When you get over to the second half of the mission, you'll spot another tower to the right. Go up it, and look through your binoculars towards the ship for Bjarkhov.

MISSION 4:
BELDINGFORD MANOR

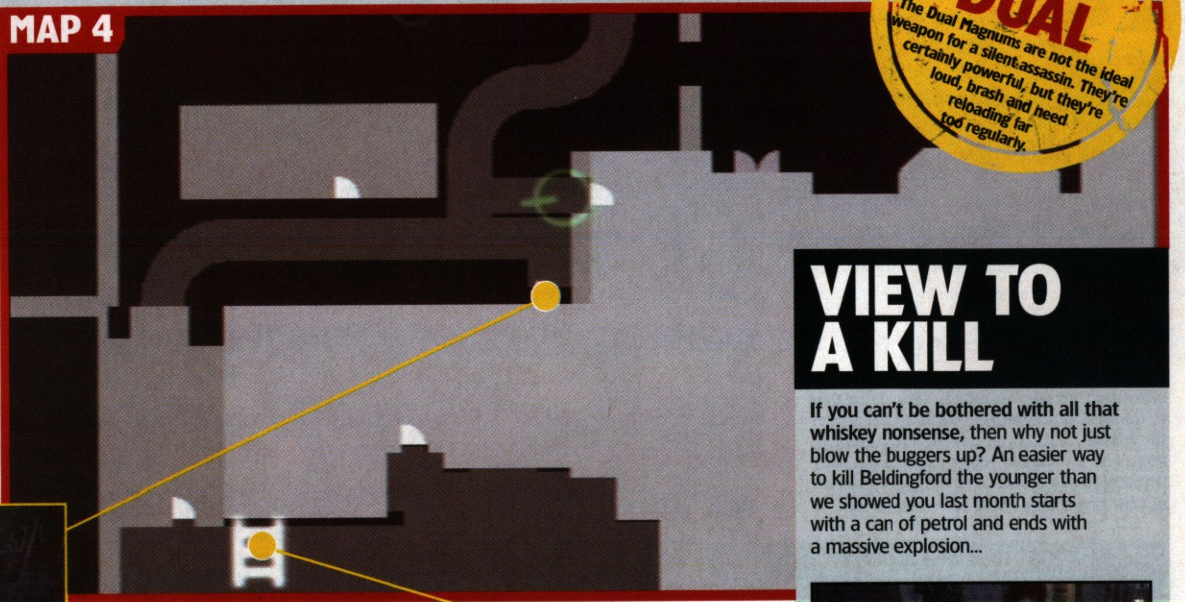
This is a fantastic, sprawling mission, that gives you plenty of opportunities to hide – so use the space to your advantage. Last month we showed you how to get in the building without getting spotted and this month we've got a couple of neat variations on topping Beldingford Junior.

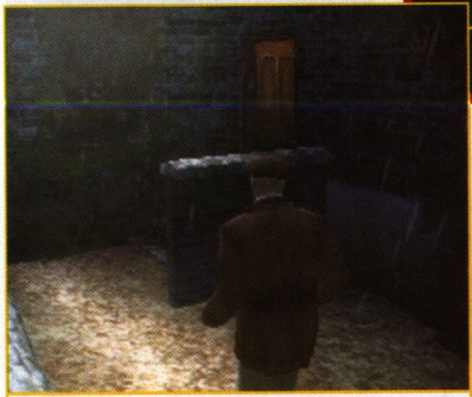
MAGNUM 500 DUAL

The Dual Magnums are not the ideal weapon for a silent assassin. They're certainly powerful, but they're loud, brash and need reloading far too regularly.

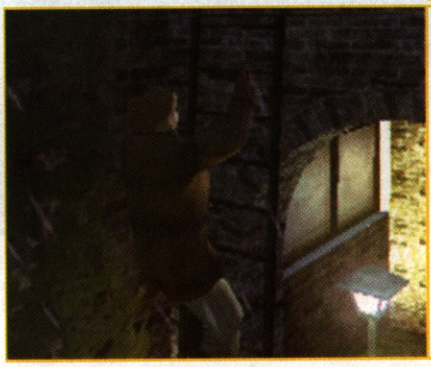
SILENT AND DEADLY

Getting from the cellar to the house is tricky, as you'll need to go past the dogs (the pen's shown on the map). You either want to go through the door immediately to your left, or head around the corner to the ladder up to the bedroom.





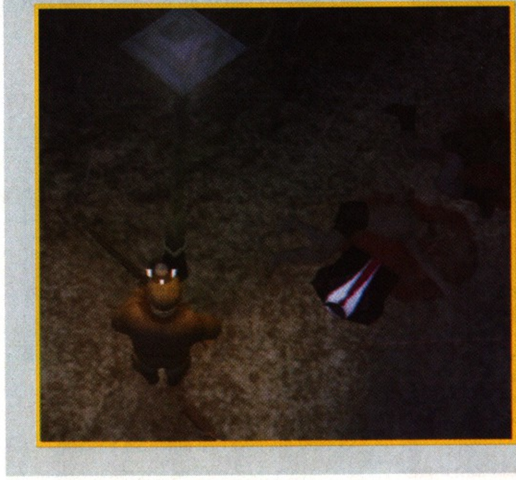
■ The back door is obviously closest to you, but there are two guards in the kitchen beyond it. If you're going in this way, make sure you're wearing a guard's outfit.



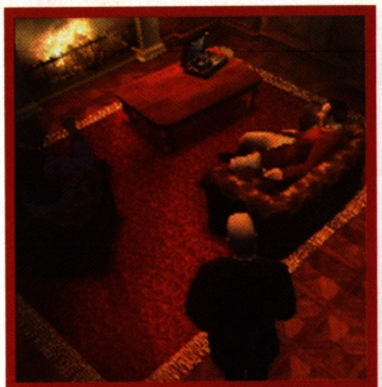
■ The longer way around gives you more chance of being spotted by the dogs, but you'll be safe enough when you get to the ladder. Creep past the dog's pen (don't worry about any guards), then leg it around the corner.

WEAPON OF CHOICE

THERE'S ONLY ONE WAY TO DEAL WITH PEOPLE ON YOUR MANOR. AND THAT'S BY BLOWING THEM AWAY WITH A TWELVE BORE. DEAL YOURSELF...



■ The armed guards of Beldingford Manor favour the Shotgun – and who are we to argue? They only carry two shots and are as noisy as a skeleton having a fit in a biscuit tin, but they're brilliant for close range kills. Pick up a few of them and you'll soon build up a decent ammo supply.

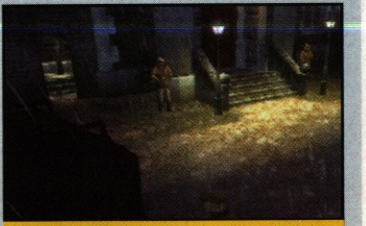


THE BUTLER DID IT...

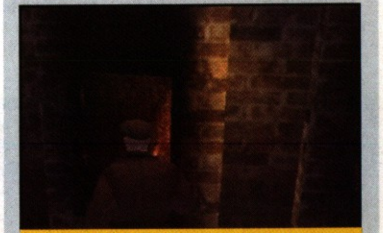
There are plenty more ways to kill Alistair. Why not steal the butler's outfit and use the carafe he's carrying to get you into Alistair's room? Once in, you can easily pop him off from behind – use the silenced Silverballer and try to wait until his drinking partner's asleep.

VIEW TO A KILL

If you can't be bothered with all that whiskey nonsense, then why not just blow the buggers up? An easier way to kill Beldingford the younger than we showed you last month starts with a can of petrol and ends with a massive explosion...



Head to the front of the house. Watch out, though – keep your distance from the guards. On the right-hand side of the Land Rover parked here is a petrol can.



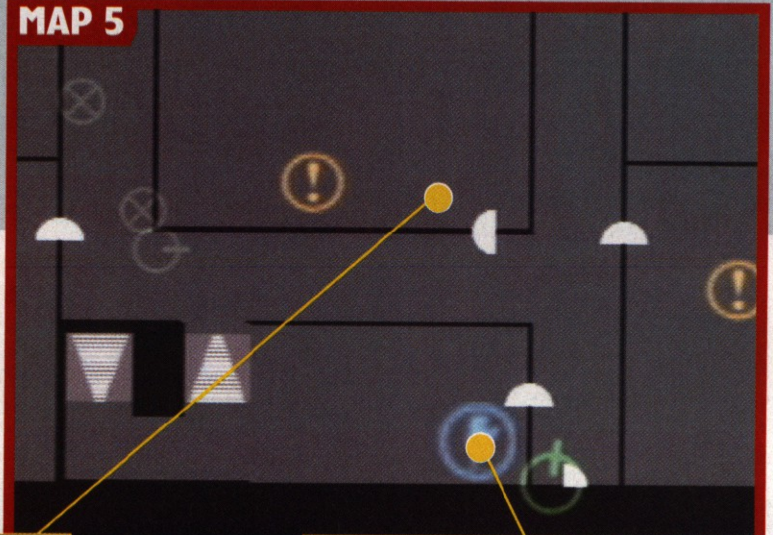
Now take this to the very top of the building – you can get through the secret panelling in a couple of spots - and look out for this hatch here.

Hoorah! That's one less upper-class twit in the world. Now deal with his father (with the pillow method) and rescue ol' Giles from the stables. Sorted.

MISSION 5:
RENDEZVOUS IN ROTTERDAM

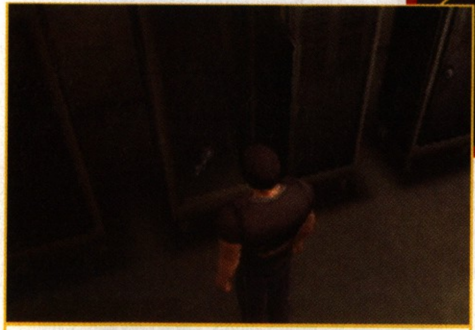
Not a great mission, but you'll have the opportunity to put into practice a lot of the tricks you've learned from previous missions. There are loads of bikers about, so a bald bloke in a suit is likely to stand out. Therefore, make finding a change of clothes your first priority.

MAP 5

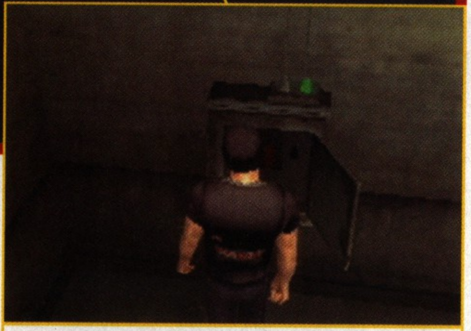


SILENT AND DEADLY

There are plenty of ways to get into the basement, but our favourite is through the door to the right of the garage. This is a vital part of the mission, and, as you can see from this map, there's no shortage of things to check out here. If you're running short of ammo, then fear not as your prayers are about to be answered...



■ Every locker in this room is full of ammo, and there's even a shooting range here for a spot of target practice. You'll find more weapons in the room by the bottom left-hand corner room.



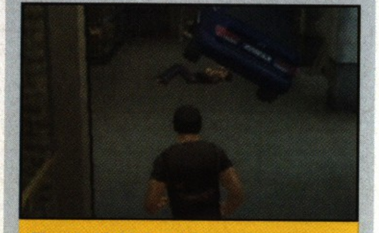
■ This switch shuts off the power in the whole building and it should be your first port of call. You'll find it much easier to get around this building in the dark and you're much less likely to be spotted.

SAWED OFF SHOTGUN DUAL

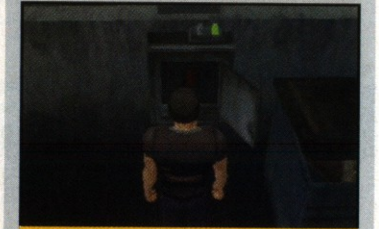
The ultimate close-range weapon. Of course, the down side to this is that you'll alert anyone within 10 miles.

VIEW TO A KILL

There are two or three ways into the main building across the courtyard, but this one is definitely our favourite...



There's this bloke, right, and he's working on his car. Nothing unusual about that, sure...



... But what happens if someone (who shall remain nameless) just so happens to flick the switch on the power, causing the crane that's holding his car up to fail?

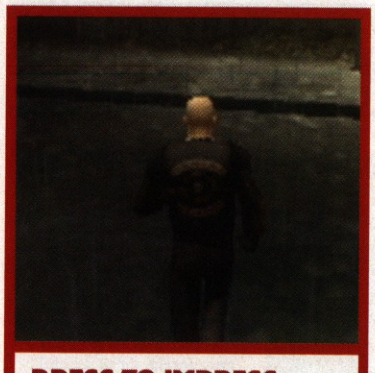
That's right... one squashed mechanic. Naturally, the other gang members rush over. This is the perfect time to sneak around the back and enter the building.

WEAPON OF CHOICE

BIKERS LIKE GUNS. FACT. HITMEN LIKE GUNS. FACT. MARRY THE TWO – AND A COUPLE OF AK-47'S – AND YOU'VE GOT AN EXPLOSIVE MIX...

PICK UP MAGNUM 500
ACTION

■ As you'd expect, the gang members of this biking clan love nothing more than carrying around something large and pain-inducing. Look around and you should find a few decent weapons, as most guards are carrying Magnums or AK-47s.



DRESS TO IMPRESS

As the saying goes, clothes maketh the man and that's never been more true than in this mission. If you're stealing a biker's outfit, try to make sure it's one with the word 'Flaming' across the back of the jacket – your profile will be lower if you do. The reporter is even less likely to be checked, but you'll lose your Silent Assassin rating if you kill him.

MISSION 6: DEADLY CARGO

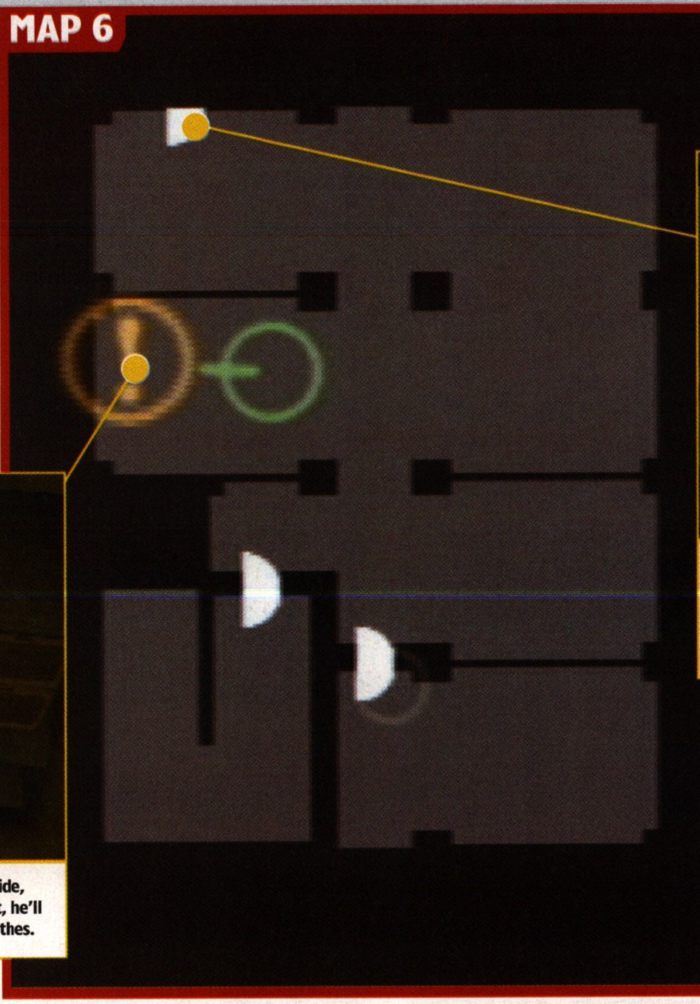
A personal favourite, Deadly Cargo is the perfect level to show how there are multiple routes and strategies to completing a mission. Last issue we showed you how to kill the gang leader in the pool room of the strip club, but we've found a few more tricks and shortcuts since then...

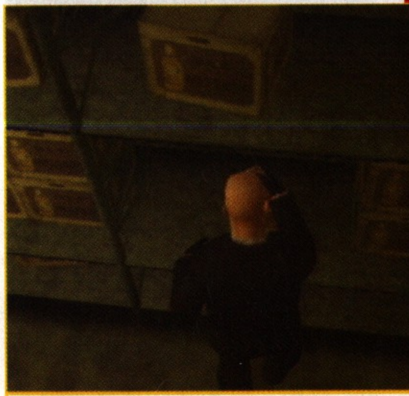
M4 CARBINE SILENCED ASSAULT RIFLE

The M4 Assault Rifle really sells itself. A large clip and hushed firing means you can maim, kill and disfigure on a large scale.

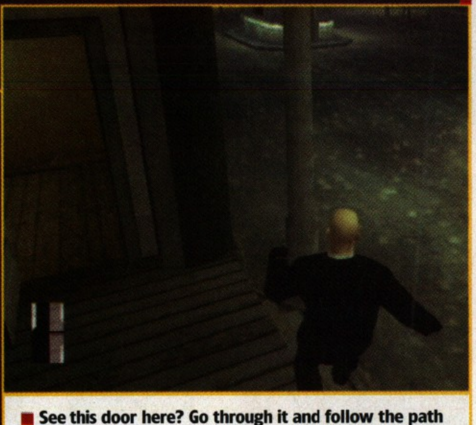
SILENT AND DEADLY

Firstly, get into the strip club and up to the first floor. Pick up the rat poison from the toilet and we'll meet you in the basement...





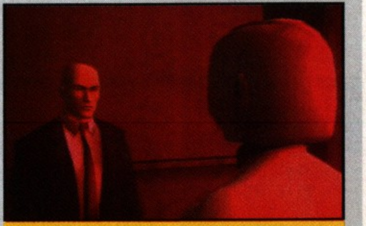
■ Wait until the guard goes into the room on the side, then poison the whiskey. After the worker drinks it, he'll go up to a room on the first floor. Now grab his clothes.



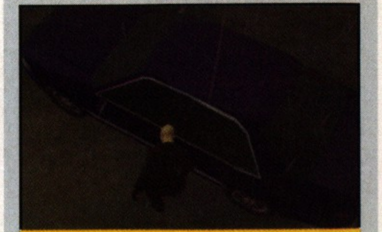
■ See this door here? Go through it and follow the path until you reach the end. That way you'll completely by-pass the police station. Not only that, but if you head down to the hut on the right (look for the '!' symbol) you'll find another worker's clothes and a toolbox.

VIEW TO A KILL

You can't do much about the bomb in the boot of the car here, but you can track it with a GPS device...



To get rid of the car's guard, go into the club and talk to the woman in the window. You give her a load of dosh and she... um... well... oh, you know.



With the lovebirds busy elsewhere, nip around to the side of the car and place the GPS. Now, when you check your map, the car shows up as a white square.

WEAPON OF CHOICE

SURE, ONE OF THE PREVIOUS MISSIONS ALREADY INTRODUCED YOU TO THE SNIPER RIFLE. BUT IT'S ABSOLUTELY VITAL FOR THESE OBJECTIVES...

■ If you're going for the Silent Assassin rating, then you'll have to get through the whole mission with only firing the one shot – from the Sniper Rifle at the end to kill Boris. If you fancy going a bit loopy with guns, though, then there's plenty to choose from.

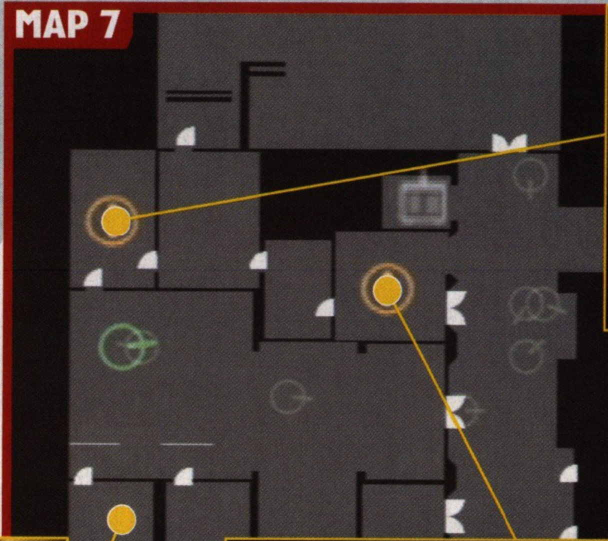
CANCEL
CHANGE CLOTHES
ACTION

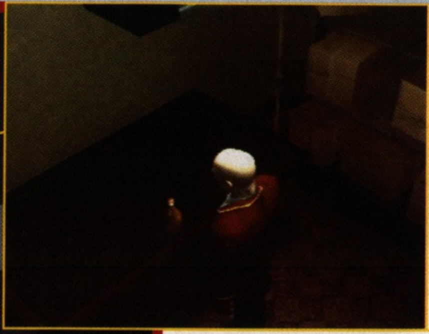
A MAN IN UNIFORM

Fancy a police outfit? Course you do, and there are two clear ways to get one. We explained the first way last month (cut the line to the TV, then clobber the copper when he comes to investigate), but there's another one. Take the short cut from the club, then sneak over to the police station when the coast is clear. Head through the station and there's a spare outfit in the cloakroom.

MISSION 7:
TRADITIONS OF THE TRADE

This mission looks daunting when you first attempt it. The hotel's swarming with police and guards and the solution doesn't make itself immediately apparent. With a bit of common sense, though, and a smattering of expert advice, we'll have you in and out in no time.

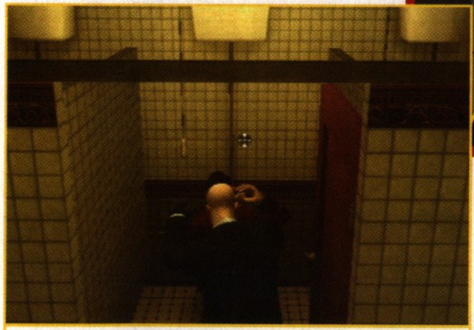




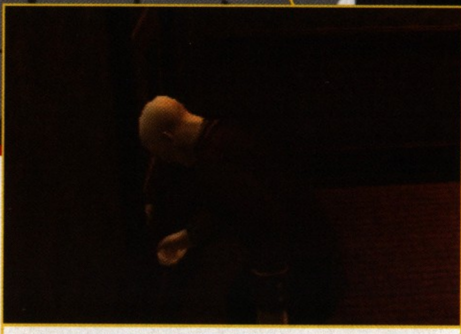
■ There's a bottle of whiskey here, which if you poison, will be drunk later by Fritz Fuchs – saving you the hassle of trying to find the time to kill him.

SILENT AND DEADLY

There's a useful Full-Automatic Shotgun in the flower shop, but how do you get to it without getting spotted?



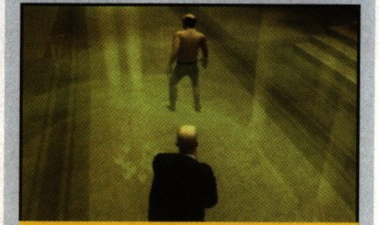
■ Ah, that's an easy one. Go to the bar here and talk to the barman. When he wanders off, follow him and knock him out in the toilets.



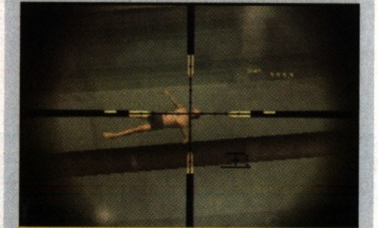
■ That done, head back to the bar and through to this location – you'll need to pick the lock to get into the flower shop, but you should be safe as there's no-one around.

VIEW TO A KILL

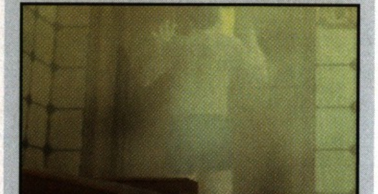
Fritz Fuchs is a paranoid man, and for good reason. Worringly for Fritz, the killer just can't decide which way is best...



Get rid of the guard and you can just silently pop him off when he's floating in the pool. Boring, but effective.



Alternatively, get out onto the roof (either take the door from the right-hand side of the third floor, or through the window on the left side), and shoot him through the skylight with a Sniper Rifle.



Best of all, wait until Fritz leaves the pool and follow him into the shower block. When he's in a cubicle, turn the valve near the door to increase the heat dramatically and let nature do the rest...

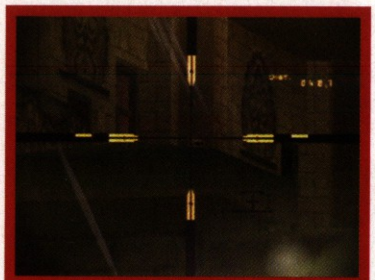
WEAPON OF CHOICE

SERIOUS STEALTH TIME AS YOU TAKE ON THIS MISSION. THE CHOICE IS YOURS – BUT WE RECKON THE QUIETER THE GUN, THE BETTER...

■ Depending on your route through the mission, the Sniper Rifle could well come into its own – or even a Silenced Pistol. Don't expect any high-powered weaponry from the guards, though, as they're all packing low-end GK17s.

SG220 .S DUAL PISTOLS

Faster than the Silverballers, so they're well worth the effort. Earn these two and they'll get you out of more than a few tight scrapes.



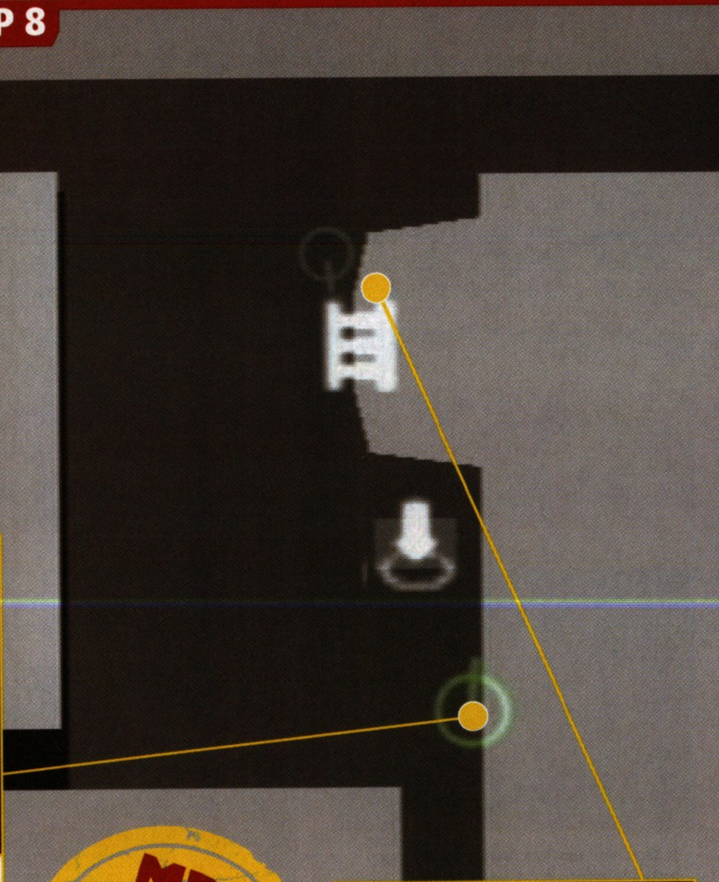
IT'S ALL IN THE HEAD

Hopefully you'll remember last issue's guide, where we detailed a pretty long-winded way to knocking off Franz Fuchs. We've now discovered an easier way, which allows you to take out one of the guards without even going into the hotel. First off, pick up your case and walk past the hotel's entrance. Then, on the other side of the hotel, unpack your Rifle and wait for the guard to come out onto the balcony. One head-shot later and the job's practically done and dusted.

MISSION 8: SLAYING A DRAGON

Don't let the size of this mission fool you, completing it with a Silent Assassin rating is no easy task. Your job is to assassinate the negotiator for the Red Dragons, who (thankfully) is wandering around in the middle of a park. You start the mission with your trusty Sniper Rifle, but the level's crawling with guards so you'll need to be extra sneaky...

MAP 8



SILENT AND DEADLY

One of the quickest ways to kill the negotiator is to head down to the ladder at the bottom of the level. Here's what we recommend you do when you get there...

■ Ignore the guard for now and hide behind this pillar. Wait for him to follow his route, then get ready to attack when he's stood behind the sewer entrance with his back to you.

■ Use the Syringe or Wire to take him out silently, then drop him into the sewer. Head down there yourself, take his clothes and then come back up. All you need to do now is climb up the ladder and you're now in the perfect vantage point to take out the negotiator. You can still be rumbled up here, though, so keep down behind the signs when you're firing.

MP5 SUB-MACHINE GUN SILENCED

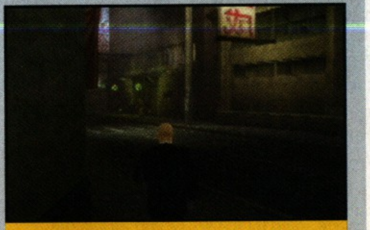
Someone's been kind enough to stick a silencer at the end of a MP5. And, nicer still, you get one for nothing when you get the Silent Assassin rating on this mission.

THIS CAR GOES LIKE A BOMB

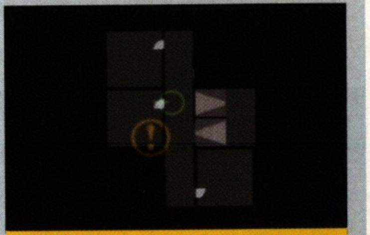
Head into the building to the right of the park (look for the green lanterns) and, in a first floor room, there's a Bomb and a Detonator on the table. Grab this, come back down and, look for the car at the south side of the park. If you creep along, you should be able to get to the side of the car without being spotted. The negotiator is in no hurry to get to his car, but you could always activate an 'alert' or two to hurry him up.

VIEW TO A KILL

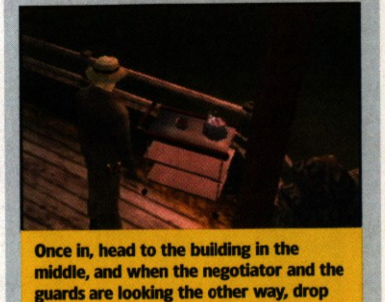
If you're lacking a steady hand, but possess the cunning of a particularly-smug fox, then this might be the kill you prefer...



Head into the sewers and pick up the poison. Now go back up to ground level and over to the building on the far right of the map.



Take the staircase right up to the top and go to the point of interest. Change into the gardener's outfit, drop all of your weapons and head over to the park...

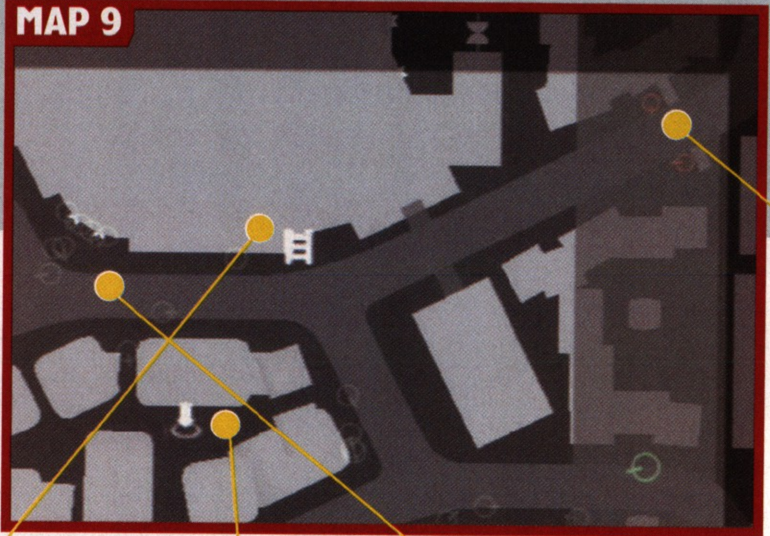


Once in, head to the building in the middle, and when the negotiator and the guards are looking the other way, drop the poison into the tea on the table.

MISSION 9:
THE WANG FOU INCIDENT

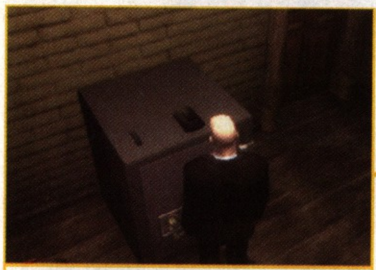
This is another mission that looks a lot harder than it actually is. You'd think, with all those Triad gangs members swarming about, then getting the job done would be a lengthy and difficult process, but (as usual) there are a couple of sneaky tricks that make you look like a pro...

MAP 9

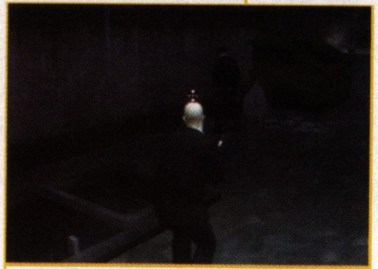


SILENT AND DEADLY

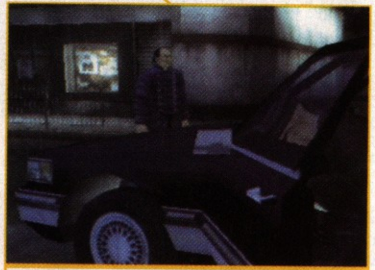
Killing five gang members in one go seems impossible, but that's exactly what we're about to do...



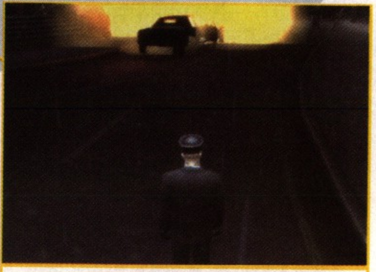
From the top, head over to the restaurant and go up the ladder on the side of the balcony. Go through the first door you come to and pick up the Bomb and Detonator. Now look at your map and go and stand by the sewer entrance in the middle of the stage.



Wait until the limo driver comes around by the skip for a quick wee and use a Syringe (try not to kill him, eh?) to knock him out. Nick his clothes, drop him into the sewer and then head back to the limo.



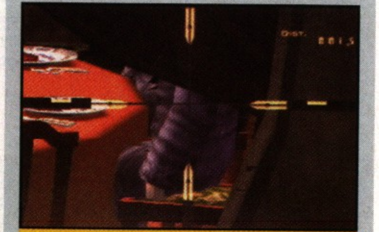
Go around to the nearside of the car and place the bomb where indicated. Now run over to the right side of the stage and stop near the two gang members guarding the exit. The Negotiator comes out of the restaurant and drives off with the two guards that were waiting by the car.



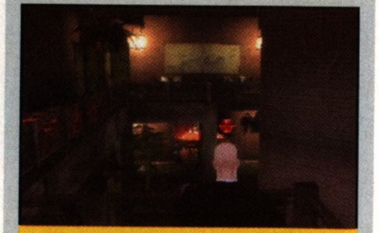
When the limo is just about to pass the two guards, activate the bomb and watch in smug pleasure as all five go up in smoke. Good job, 47.

VIEW TO A KILL

We covered this bit last issue, but we've recently found an even better way to kill the Triads, so watch and learn... you're dealing with professionals here.



After you've blown up the car, head back into the restaurant through the unlocked door on the balcony (where you found the Bomb) and follow the level through until you're here, above the dining room. If you stand here you should be in the perfect spot to...



... Take both Triad members out with one shot – it's hard to fire off two without being spotted. So these two, with the previous five, means it's time to go.

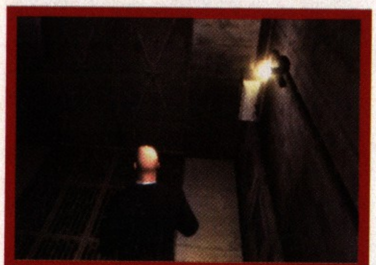
WEAPON OF CHOICE

SOMETIMES YOU'VE GOT TO FORSAKE TRADITIONAL WEAPONRY AND JUST GO HEAD LONG FOR THE BOMB. BRING IT...

It's got to be the Bomb, really. What other weapon can kill five armed men at the push of a button? Well, apart from a cruise missile. Okay, apart from a cruise missile and napalm...

AK-47 SILENCED ASSAULT RIFLE

Not a bad weapon, and the large clip means you'll be able to fire off a fair amount before you run out, but, for our money, we prefer the Micro Uzis.



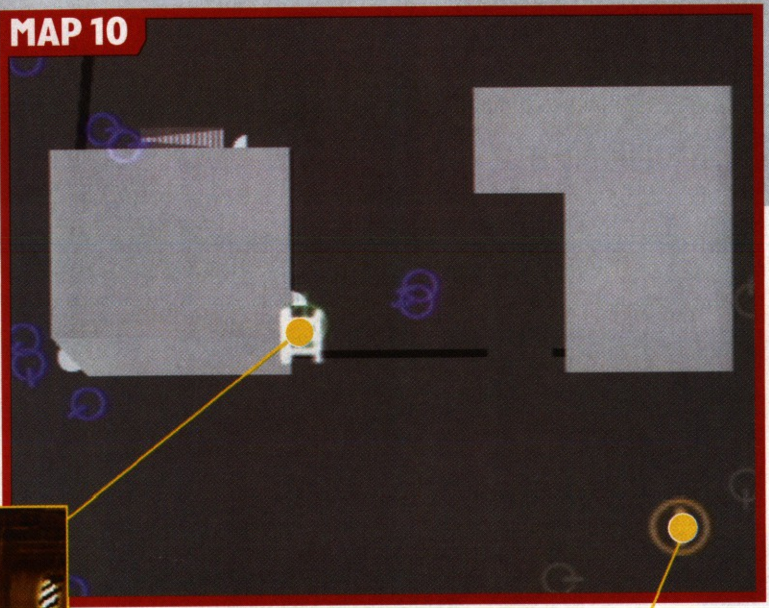
GOING UNDERGROUND

Find the elevator and you can take it down to the basement. There's little here in the way of weapons or enemies, but you're free to wander around in peace and it's good to get a feel for the place. You'll spend a lot more time here in the Lee Hong Assassination mission.

MISSION 10:
THE SEAFOOD MASSACRE

Another fantastic mission and another one that gives you plenty of options for completion. We've got a new way to kill the Red Dragon Negotiator and a sneaky method for popping off the Chief of Police and the Blue Lotus Negotiator. Go on son, get stuck in...

MAP 10



SILENT AND DEADLY

If you're still having trouble with this mission, there here are a couple more tricks which just might help...

■ The barman is likely to spot you – even in the chef's disguise. Climb up the ladder on the side of the restaurant and enter the building through the bathroom window.

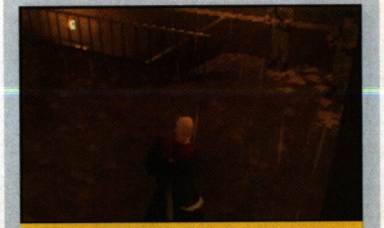
■ If you wondering why these taxis are shown on the map as an object of interest, it's because if you shoot them the alarm goes off. But why is that any use to you? Well, if you want to get somewhere without raising the suspicions of the multiple police officers dotted around, then shoot the car, set off the alarm and they'll all come running to investigate. See?

GK17 DUAL PISTOLS

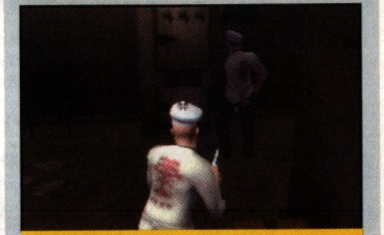
After all that, you're rewarded with two of the puniest guns in the game. They're noisy too. Stick to the SG220s and you can't go far wrong.

VIEW TO A KILL

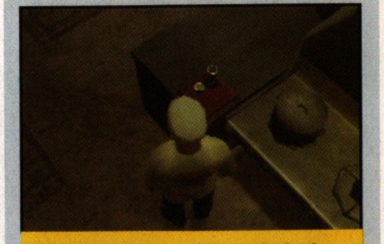
Sniping the Chief of Police and the Blue Lotus Negotiator wasn't too hard, but you had to be quick with your shots and getting away was tricky. This method's more fun and much easier.



After killing the Negotiator, head down to the back of the restaurant and into the sewer. Pick up the rat poison and climb out and over to the basement.



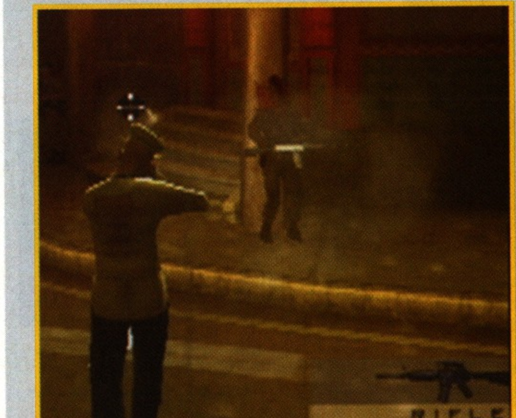
In the basement, head into the room on the side to change into the chef's outfit. Go back and sabotage the gas supply. The chef will come down, so hide in the side room until he's facing the gas meter. Now quickly nip him with a syringe.



Enter the restaurant through the back door. Poison the drinks, then carry them upstairs. At the top, give them the drinks, and after they've been poisoned, drop the Amulet on the table and flee.

WEAPON OF CHOICE

WEAPON OF CHOICE, INDEED. IF YOU'RE INTO MASS MURDER, THE AK-47 IS GOING TO BE YOUR FRIEND. IF NOT, IT'S THE SNIPER RIFLE...



■ You'll only really need to use one weapon to complete this level and that's the Sniper Rifle. If, on the other hand, you feel like going on a bit of a killing spree – and it's a great level for doing that – you'll find most of the armed guards are carrying AK-47s or better.

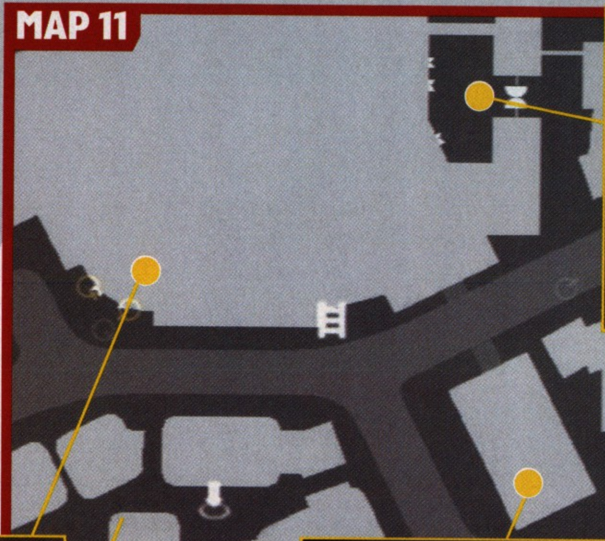
SPRINGING A LEAK

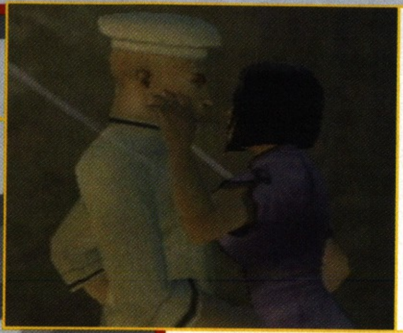
If you remember, last month we recommended crouching behind the yellow skip to kill the Red Dragon Negotiator, but there's an even cleaner and easier way to do it. Go over to the opposite side of the road from the sewer entrance and climb up the bamboo scaffolding here. From this new vantage point, you'll be able to pop him off with the Sniper Rifle, pack it away and nick his clothes and the Amulet well before anyone knows what's going on.

MISSION 11:
LEE HONG ASSASSINATION

This mission splits about halfway through and, depending on a random event, the Figurine you need will be in one of four locations. We took you through the potential locations of the Figurine last issue, so this month we'll take a look at a few alternative strategies that may help you.

MAP 11



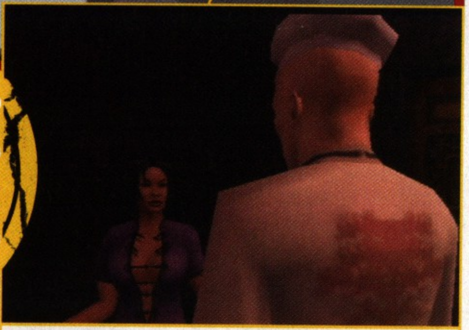


■ **Sneak over the bridge, then head down to the courtyard marked with a Point of Interest. With the damsel no longer in distress, she rewards you with the combination to the safe and a sloppy kiss... saucy minx.**

SILENT AND DEADLY

If the prospect of going head-to-head with Lee Hong for the safe combination seems a little daunting, then you may well prefer this method we discovered...

■ **Pick up the chef's uniform from the basement (in the room next to the billowing curtains), then come back up, walk through the main entrance to the restaurant and head over to the bar on the left.**



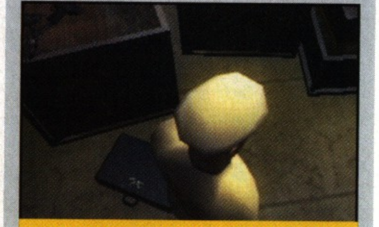
■ **The barman gives you an invitation to the brothel, so go up there (it's in the southwest corner of the restaurant, over the bridge) and go into a room with the woman. After you've talked, take her out onto the balcony and around to the brothel's entrance.**

MICRO UZI
SILENCED DUAL SUB-MACHINE GUNS

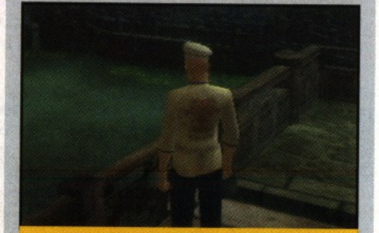
Twice as nice. The Micro Uzis are the perfect weapons to go on a killing spree with. The rapid firing means that you'll be hacking through the gangs like a knife through butter.

VIEW TO A KILL

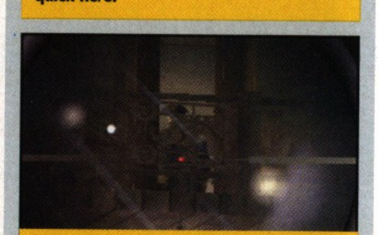
Apparently there's more than one way to skin a cat... There's quite a few way to kill ol' Hong, too...



You'll find the Sniper Rifle in a briefcase in the armoury in the basement. Now work your way around to the north point of the restaurant. Head outside.



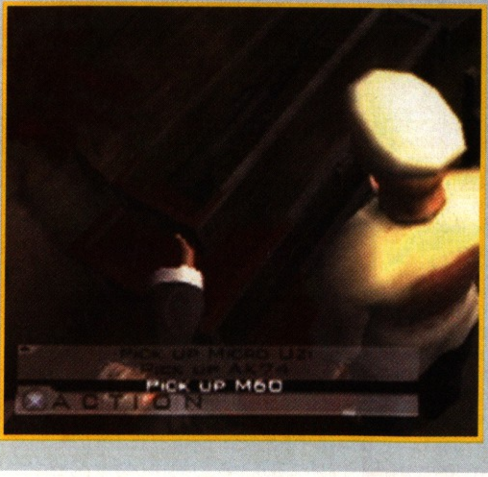
Don't unpack your Rifle until the guard on the far left has started to walk away from you. As soon as he turns, drop and unpack the gun – you've got to be really quick here.



Point your sights at the mansion's balcony, and when the guard opens the door, you should be able to get a clean shot at Lee, too. Make sure he's in there first, though, as he does like to go walkabout.

WEAPON OF CHOICE

COOKING UP A STORM ON THIS LEVEL IS THE ALL POWERFUL M60 RIFLE. POINT IT THREATENINGLY AT AN ADVERSARY AND LAUGH AGGRESSIVELY...



■ **Head down to the basement and, after taking a quick gander at your map, you should spot a room containing two gang members to the left of the lift. If you're willing to ignore the endless quest for the Silent Assassin rating, nipping in here will reveal the location of the M60 Rifle – an extremely powerful gun and, without doubt, the weapon of the mission.**

SOUP OF THE DAY

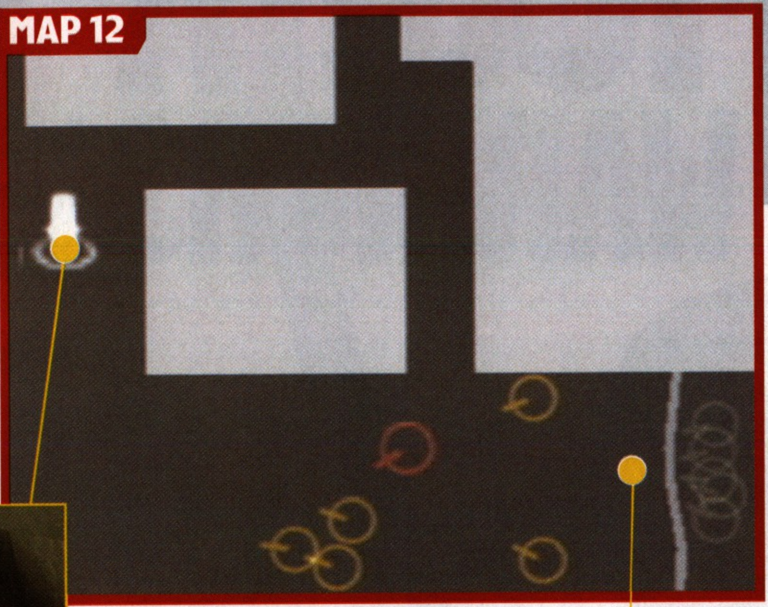
Another way to kill Lee Hong is to poison him. For this, you'll need the poison from the brothel (in the room with the safe) and then head over to the kitchens of the restaurant. The chef here will ask you to take the soup to Lee, so take the bowl, add the poison when the coast is clear and head off to Lee.

MISSION 12:
HUNTER AND HUNTED

The final hurdle, but it's not as tough as it looks. If you can get out of your apartment and across to the roof without being spotted by the guards, then the rest of it should be a doddle. Remember that you're just one kill away from a plane to freedom...

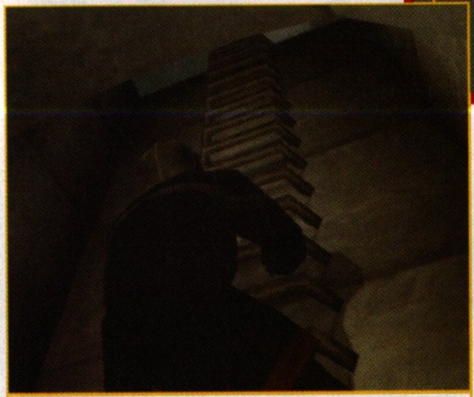
PGM SILENCED SNIPER RIFLE

Sure, it's a fine silenced rifle, but is it any better than the W2000 or the Dragunov? The jury's out...



SILENT AND DEADLY

Unfortunately for you, your target is surrounded by police. But, 12 missions into the game, you should be pretty good at all this by now. If you're still struggling, then here are a couple of pointers to set you right.

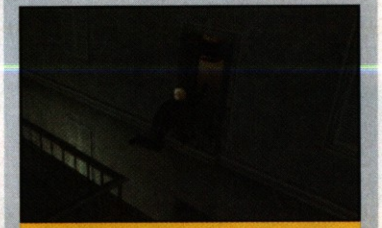


■ The sewer system is the best way to get to him, as you're less likely to garner any unwanted attentions from the police.

■ Climb out and walk around to the two policemen to the left of the target. Go behind them and they'll follow you, but then you have to creep back towards the target – they should remain looking where you were. Now kill him with the Fibre Wire or a Silenced Pistol.

VIEW TO A KILL

You can escape from your room at the start by heading into the one opposite you, leap over the balcony and dropping down when the coast is clear. There is, however, a much more satisfying way to do it...



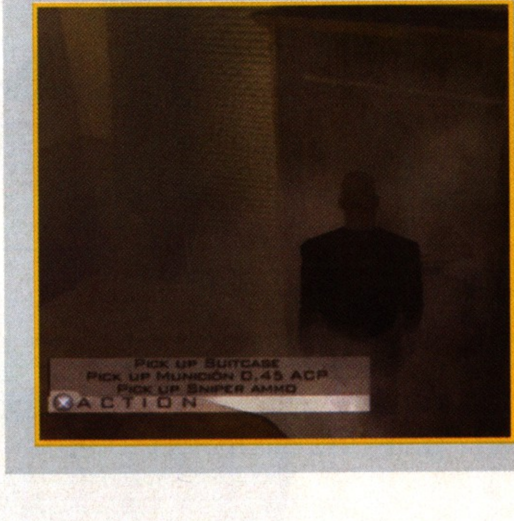
Jump over from the balcony like we previously suggested, but then head to the left and, when prompted, jump back over to the building at the next balcony.

Now enter the corridor again, turn to the right and flick the switch to turn off the lights – now, as long as you're fairly quiet, you can nip past the guards and down to the second floor without being spotted.

Sneak up behind this guard, knock him out with a syringe and pull him into the room. Nick the policeman's uniform, take the syringe and leave the hotel.

WEAPON OF CHOICE

IT'S EVERY HITMAN FOR HIMSELF ON THIS LEVEL. DON'T BOTHER SELECTING WEAPONRY – JUST SHOOT ANYTHING THAT MOVES...



■ The police that storm your apartment block are all carrying serious weaponry. There's a Sniper Rifle on the shelves in your apartment, but you'll never need it in the mission, so it might as well stay there – it's harder to get out of your room in time if you stop to pick it up.

SUIT OF ARMOUR

To walk around in complete safety, though, you really want that firefighter's uniform. To get it, head out of the hotel dressed as a policeman, and then move carefully around the firefighter until you're stood behind him – don't worry about the civilians behind you, they won't spot a thing. Now syringe him and drag him into the alleyway to his left, take his clothes and head on to the final assassination.

THE FACTS: ONIMUSHA BLADE WARRIORS ● PLAYERS **1-4** ● MEMORY CARD SPACE **74KB** ● DIFFICULTY **DEMONIC** ● COMPLETION TIME **20 HOURS TO UNLOCK THE LOT**

FIRST AID

You've got a big hurty blade of steel and a host of enemies to kebab. How hard can it be?

ONIMUSHA BLADE WARRIORS

So this is what samurai warriors keep in those baggy-ass pants.

Morning.
Morning.

BEST PLAYED

In ancient Japan, or, alternatively, stick on some flip-flops and pyjamas.

01 THE PHANTOM REALMS

THEY'RE NOT SIGNPOSTED, SO HERE'S HOW TO FIND THEM...

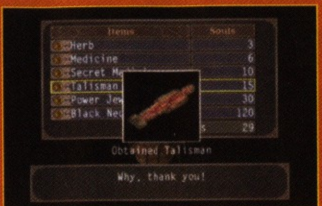
You can only enter the Phantom Realms when playing Story Mode as a human character on Normal, Hard or Expert difficulty. Upon completion of Chapter 4, the Trader will appear to ask if you want to enter Phantom Realm 1 (ten levels). However, the Trader will only appear if no continues have been used up to or during Chapter 4 of your current game.

For Phantom Realm 2 (20 levels), the Trader appears after Chapter 8, but only if no continues have been used up to or during Chapter 8 of your current game. In addition, Phantom Realm 2 is only available during subsequent plays through Story Mode i.e. your chosen character has already completed Story Mode at least once already. As well as obtaining weapons, you can absorb lots of souls and, whenever you leave the Phantom Realms, you are given the opportunity to trade Victory Souls for items with the Trader.

BEAT THIS → PLAY AS GRUNT ON STORY MODE AND SELECT EXPERT DIFFICULTY. COMPLETE STORY MODE WITHOUT

1 BEST BLADE PLANS

If you get knocked down, you can still charge your weapon while you're on the deck. Hold ◎ to charge up and when you get back on your feet, you'll be able to deliver a face full of wallop warrior style. Sweet.

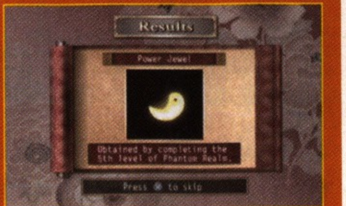


Obtained Talisman

Why, thank you!

2 BACK TO LIFE

The Talisman is a most useful item. If you have one in your inventory and you die, you'll instantly be brought back to life and it won't register as a continue. Grab a Talisman from the Trader when you can.



Obtained by completing the 5th level of Phantom Realm.

3 VITAL VITALITY

Power Jewels increase maximum vitality, which means more life for your character. You can use four Power Jewels per character and the additional vitality can be the difference between victory and defeat.

02 EXTRA CHARACTERS

MORE HUMANS. MORE DEMONS. MORE MASTERS OF BIG BLADED SAMURAI HACKERY.

JAID

Play as Zombie in Story Mode and raise him to overall character level 2. Jaid will automatically replace Zombie in Story and Custom Vs Modes and will become a playable character in Vs Mode.

MUSAID

Play as Three-eyes in Story Mode and raise him to overall character level 2. Musaid will automatically replace Zombie in Story and Custom Vs Modes and will become a playable character in Vs Mode.

GIRAMUSAID

Play as Musaid (Three-eyes upgraded) in Story Mode and raise him to overall character level 3. Giramusaid will automatically replace Musaid in Story and Custom Vs Modes and will become a playable character in Vs Mode.

JUJU-RAN

Play as Jujudormah in Story Mode and raise her to overall character level 3. Complete Story Mode with level 3 Jujudormah to unlock Juju-Ran in Story, Vs and Custom Vs Modes.

POWER MARCELLUS

Play as Marcellus in Story Mode and raise him to overall character level 2. To play as Marcellus Power mutation, highlight the 'Weapon' option on the character screen that appears between chapters, press → to switch to 'Style' and then select 'Power'. Power Marcellus is available in Story and Custom Vs Modes.

SPEED MARCELLUS

Play as Marcellus in Story Mode and raise him to overall character level 3. To play as Marcellus Speed mutation, highlight the 'Weapon' option on the character screen that appears between chapters, press → to switch to 'Style' and then select 'Speed'. Speed Marcellus is available in Story, Vs and Custom Vs Modes.

MUSASHI MIYAMOTO

Play as Grunt in Story Mode and raise him to overall character level 3. Complete Story Mode with level 3 Grunt to unlock Musashi Miyamoto in Story, Vs and Custom Vs Modes.

KOJIRO SASAKI

Play as Musashi Miyamoto and complete Story Mode (you will fight Kojiro after defeating Nobunaga) to unlock Kojiro in Story, Vs and Custom Vs Modes.

MEGAMAN EXE

Play as Samanosuke and complete Story Mode. Win a battle in Vs Mode and MegaMan EXE will challenge you to a fight. Defeat MegaMan EXE to unlock him in Story, Vs and Custom Vs Modes.

MEGAMAN EXE GROUND

Play as MegaMan Exe in Story Mode and raise him to overall character level 2. To play as MegaMan Exe Ground, highlight the 'Weapon' option on the character screen that appears between chapters, press → to switch to 'Style' and then select 'Ground'. MegaMan Exe Ground is available in Story, Vs and Custom Vs Modes.

MEGAMAN EXE BUG

Play as MegaMan Exe in Story mode and raise him to overall character level 3. To play as MegaMan Exe Bug, highlight the 'Weapon' option on the character screen that appears between chapters, press → to switch to 'Style' and then select 'Bug'. MegaMan Exe Bug is available in Story, Vs and Custom Vs Modes.

MEGAMAN ZERO

Play as MegaMan Exe in Story Mode and collect three different coloured Z-Panels. Z-Panel Green is obtained upon completion of Story Mode; Z-Panel Red is obtained by clearing five levels of Phantom Realm 1 and Z-Panel Blue is obtained by clearing ten levels of Phantom Realm 2. Once all Z-Panels are obtained, win a battle in Vs Mode and MegaMan Zero will challenge you to a fight. Defeat MegaMan Zero to unlock him in Story, Vs and Custom Vs Modes.

MEGAMAN ZERO PROTO

Play as MegaMan Zero in Story Mode and raise him to overall character level 2. To play as MegaMan Zero Proto, highlight the 'Weapon' option on the character screen that appears between chapters, press → to switch to 'Form' and then select 'Proto'. MegaMan Zero Proto is available in Story and Custom Vs Modes.

MEGAMAN ZERO ULTIMATE

Play as MegaMan Zero in Story Mode and raise him to overall character level 3. To play as MegaMan Zero Ultimate, highlight the 'Weapon' option on the character screen that appears between chapters, press → to switch to 'Form' and then select 'Ultimate'. MegaMan Zero Ultimate is available in Story and Custom Vs Modes.

MAGOICHI SAIGA

Fight a total of 200 fights in Vs Mode (not Custom Vs Mode). After completing the 200th fight, Magoichi will challenge you to a fight. Defeat Magoichi to unlock him in Story, Vs and Custom Vs Modes.

GOGANDANTESS

Complete Story Mode with Samanosuke, Kaede, Keijiro and Grunt. Win a battle in Vs Mode and Gogandantess will challenge you to a fight. Defeat Gogandantess to unlock him in Story, Vs and Custom Vs Modes.

NOBUNAGA ODA

Complete Story Mode with the 12 original characters. Win a battle in Vs Mode and Nobunaga will challenge you to a fight. Defeat Nobunaga to unlock him in Story, Vs and Custom Vs Modes.

03 THE TREASURE HOUSES

THEY CONTAIN GOOD STUFF, SO MAKE SURE YOU VISIT THEM.

Treasure Houses contain items or weapons and can be accessed from the Imajo Village or Oni Tortoise levels in Story Mode. The Treasure House in Imajo Village can be accessed through a skylight in the roof of the building that's at the far left-end of the level. If the skylight is open, it means there's treasure inside. Stand in front of the open skylight and press ↑, ↑ to jump inside.

The Treasure House on the Oni Tortoise is at the far right of the level. To enter it, stand next to the large vertical pipe and press ↑, ↑. Inside the Treasure House are two chests: one is plainly visible and the second is underneath it, inside the base. Always open the bottom chest first by crouching and pressing ◎.

USING ANY CONTINUES. ARE YOU WARRIOR OR WIMPY WET PANTS? ■

ITEMS AND STUFF

It's a list of all the items and where to find them. Now that's useful.

ANTI-SHELL 1

Prevents the player from dropping orbs when knocked down. Found inside Treasure House of Chapter 5 (Imajo Village) when playing as Kaede.

ANTI-SHELL 2

Prevents the player from dropping orbs when knocked down. More effective than Anti-shell 1. Obtained by executing at least three critical strikes on Chapter 6 (Ancient Castle) when playing as Kojiro.

ANTI-SHELL 3

Prevents the player from dropping orbs when knocked down. More effective than Anti-shell 2. Acquired from Trader for 100 Victory Souls when playing as MegaMan EXE, MegaMan Zero or Nobunaga.

BELL OF WARDING

Flash bombs have no effect on the player. Found inside Treasure House of Chapter 5 (Imajo Village) when playing as MegaMan Zero.

BLACK NECKLACE 1

Special gauge recovery. Found inside Treasure House of Chapter 3 (Imajo Village) when playing as Gogandantess.

BLACK NECKLACE 2

Special gauge recovery. More effective than Black Necklace 1. Acquired from Trader for 120 Victory Souls when playing as Musashi or Kojiro.

BLUE NECKLACE

Speed soul (Yin) has no effect on the player. Obtained by executing at least three critical strikes on Chapter 7 (Sea Vessel) when playing as Samanosuke.

BYAKKO SCROLL

Increases critical strikes damage by 50 per cent, but doubles critical strike timing. Obtained by completing Story Mode on Expert difficulty setting with any human character.

EXORCISM FLUTE

Silence Attack items have no effect on the player. Obtained by completing ten levels of Phantom Realm 2 when playing as Samanosuke.

GENBU SCROLL

Prevents critical counters, both for the player and the enemy. Obtained by accumulating a total of 20,000 souls absorbed in Story Mode.

GOLD CHICKEN

Stun bombs have no effect on the player. Found inside Treasure House of Chapter 9 (Oni Tortoise) when playing as Gogandantess.

GREEN ROSARY

Decreases soul absorption. Obtained by

completing ten levels of Phantom Realm 2 when playing as Oyu.

GREEN NECKLACE
Special soul (Yin) has no effect on the player. Found inside Treasure House of Chapter 5 (Imajo Village) when playing as Oyu.

HERB
Recovers vitality. Acquired from Trader with any character.

MEDICINE
Recovers vitality. More effective than Herb. Acquired from Trader with any character.

ONI INCENSE 1
Increases magic power levels. Found inside Treasure House of Chapter 3 (Imajo Village) when playing as Zombie.

ONI INCENSE 2
Increases magic power levels. More effective than Oni Incense 1. Obtained by completing Phantom Realm 1 with MegaMan Zero.

ONI INCENSE 3
Increases magic power levels. More effective than Oni Incense 2. Acquired from Trader for 100 Victory Souls when playing as Gogandantess or Nobunaga.

ORANGE NECKLACE
Yin souls have no effect on the player. Acquired from Trader for 150 Victory Souls when playing as Kaede, Keijiro, Grunt or Nobunaga.

POWER JEWEL
Increases max vitality. Acquired from Trader with any character.

PURITY CHARM 1
Increases effect of Vitality Souls. Found inside Treasure House of Chapter 6 (Oni Tortoise) when playing as Keijiro. This chapter takes place after completing Story Mode playing as Kaede and during Keijiro's second play through Story Mode and only occurs if no continues have been used before or during Chapter 4 on that play through.

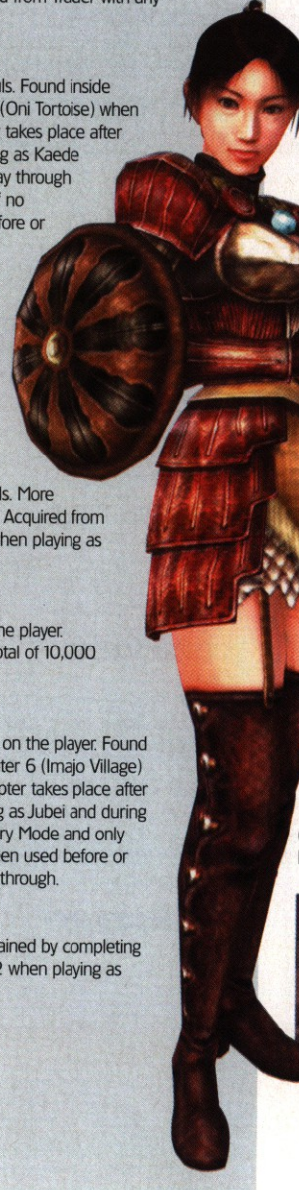
PURITY CHARM 2
Increases effect of Vitality Souls. More effective than Purity Charm 1. Obtained by completing Story Mode when playing as Gogandantess.

PURITY CHARM 3
Increases effect of Vitality Souls. More effective than Purity Charm 2. Acquired from Trader for 100 Victory Souls when playing as Oyu, Kotaro or Nobunaga.

PURPLE NECKLACE
Poison soul has no effect on the player. Obtained by accumulating a total of 10,000 souls absorbed in Story Mode.

RED NECKLACE
Power soul (Yin) has no effect on the player. Found inside Treasure House of Chapter 6 (Imajo Village) when playing as Ekei. This chapter takes place after completing Story Mode playing as Jubei and during Ekei's second play through Story Mode and only occurs if no continues have been used before or during Chapter 4 on that play through.

RED ROSARY
Increases soul absorption. Obtained by completing ten levels of Phantom Realm 2 when playing as Kaede.



CHARACTER WEAPONS

All the characters have an assortment of fighty tools – here's how to get the gut skewering lot.

EKEI
Houtengeki: Inside the Treasure House of Chapter 5 (Imajo Village).
Hailberd: Complete Phantom Realm 1.
Snake Spear: Complete Phantom Realm 2.

THREE-EYES/ MUSAID/GIRAMUSAID
Yin-Yang Claws: Complete Chapter 4 (Ankoku-ji Temple) in less than a minute.
Adam Eve Claws: Inside the Treasure House of Chapter 9 (Oni Tortoise).
Life and Death: Complete Story Mode playing as Zombie.

GOGANDANTESS
Oni Eater: Execute at least three critical strikes on Chapter 7 (Oni Island).
Bamboo Sword: Complete ten levels of Phantom Realm 2 playing as Grunt.
Red Saber: Complete Story Mode playing as Nobunaga.

GRUNT
Nodachi: Inside the Treasure House of Chapter 5 (Imajo Village).
Dontanuki: Complete Phantom Realm 1.
Blue Saber: Complete Phantom Realm 2.
Bamboo Sword: Complete ten levels of Phantom Realm 2.

ZOMBIE/JAID
Nobunaga Sword: Complete Chapter 5 (Yagyu Village) in less than 3 minutes.
Blood Sword: Inside the Treasure House of Chapter 9 (Oni Tortoise).
Bamboo Sword: Complete ten levels of Phantom Realm 2 playing as Grunt.

JUBEI
Buratiou: Complete Phantom Realm 1.
Rekka-Ken: Complete Phantom Realm 2.
Dojikiri: Complete Phantom Realm 1 playing as Oyu.
Soshu Masamune: Inside the Treasure House of Chapter 8 (Imajo Village). This chapter takes place after completing Story Mode playing as Kaede and during Jubei's second play through Story Mode and only occurs if no continues have been used before or during Chapter 4 on that play through.
True Senpumaru: Inside the Treasure House of Chapter 5 (Imajo Village).
Red Saber: Complete Story Mode playing as Nobunaga.
Bamboo Sword: Complete ten levels of Phantom Realm 2 playing as Grunt.
Bishamon Sword: Complete Phantom Realm 2 playing as Samanosuke.

JUJUDORMAH
Grace: Inside the Treasure House of Chapter 3 (Imajo Village).

JUJU-RAN
Patriarch: Inside the Treasure House of Chapter 9 (Oni Tortoise).
Bamboo Sword: Complete ten levels of Phantom Realm 2 playing as Grunt.

KAEDE
Jambiya: Complete Chapter 6 (Ancient Moon Castle).
Hocho Masamune: Complete Phantom Realm 1.
Sacred Knife: Complete Phantom Realm 2.

KEIJIRO
Long Nagamaki: Complete Chapter 5 (Ankoku-ji Temple) in less than 2 minutes and 30 seconds.
Ichimonji: Complete ten levels of Phantom Realm 2 playing as Musashi.
Blue Dragon: Complete Phantom Realm 2.

KOJIRO
Kogitsunemaru: Inside the Treasure House of Chapter 5 (Imajo Village).
Death Bringer: Complete Phantom Realm 2.
Raizan: Inside the Treasure House of Chapter 5 (Imajo Village) playing as Samanosuke.
Enryuu: Complete Phantom Realm 1 playing as Samanosuke.
True Shippu: Execute at least three critical strikes on Chapter 7 (Silver Grass Plain) playing as Kaede. This chapter takes place during Kaede's second play through Story Mode and only occurs if no continues have been used before or during Chapter 4 on that play through.
Bishamon Sword: Complete Phantom Realm 2 playing as Samanosuke.
Blue Saber: Complete Phantom Realm 2 playing as Grunt.
Bamboo Sword: Complete ten levels of Phantom Realm 2 playing as Grunt.

KOTARO
Gabishi: Complete Chapter 6 (Mystic Forest) in less than 3 minutes.
Roga-kunai: Complete Phantom Realm 1.
Swordbreaker: Complete Phantom Realm 2.
Dinner Special: Complete Phantom Realm 1 playing as

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SACRED GEM 1
Prevents the player from being disarmed. Found inside Treasure House of Chapter 3 (Imajo Village) when playing as Three-eyes.

SACRED GEM 2
Prevents the player from being disarmed. More effective than Sacred Gem 1. Obtained by completing Chapter 4 in less than 1 minute and 30 seconds when playing as Magiochi.

SACRED GEM 3
Prevents the player from being disarmed. More effective than Sacred Gem 2. Acquired from Trader for 100 Victory Souls when playing as Jujudormah, Juju-Ran or Nobunaga.

SECRET MEDICINE
Fully recovers vitality. Acquired from Trader with any character.

SEIRYU SCROLL
Critical counters kill opponents. Obtained by completing Story Mode as any demon character on Hard or Expert difficulty and not using any continues before or during Chapter 9 of that play through.

SUZAKU SCROLL
Critical counter timing tripled. Acquired from Trader for 200 Victory Souls when playing as Jubei or 150 Victory Souls when playing as Nobunaga.

TALISMAN
Automatic recovery when vitality reaches zero. Acquired from Trader with any character.

WHITE NECKLACE 1
Vitality replenishes. Obtained by completing Phantom Realm 1 with Keijiro.

WHITE NECKLACE 2
Vitality replenishes. More effective than White Necklace 1. Acquired from Trader for 150 Victory Souls when playing as Zombie/Jaid, Three-eyes or Marcellus.

YANG SOUL 1
Increased effects of positive souls. Obtained by completing Phantom Realm 2 with Ekei.

YANG SOUL 2
Increased effects of positive souls. More effective than Yang Soul 1. Obtained by completing Phantom Realm 1 with Kojiro.

YELLOW ROSARY
Decreases soul absorption. More effective than Green Rosary. Obtained by completing ten levels of Phantom Realm 2 when playing as Keijiro.

YIN SOUL 1
Decreased effects of positive souls. Found inside Treasure House of Chapter 3 (Imajo Village) when playing as Marcellus.

YIN SOUL 2
Decreased effects of positive souls. More effective than Yin Soul 1. Obtained by completing ten levels of Phantom Realm 2 when playing as Keijiro.

Z-PANEL: RED
Required to unlock MegaMan Zero. Obtained by completing five levels of Phantom Realm 1 when playing as MegaMan EXE.

Z-PANEL: BLUE
Required to unlock MegaMan Zero. Obtained by completing ten levels of Phantom Realm 2 when playing as MegaMan EXE.

Z-PANEL: GREEN
Required to unlock MegaMan Zero. Obtained by completing Story Mode when playing as MegaMan EXE.

CHARACTER WEAPONS CONT.

Magoichi.
Hungry Wolf: Obtained once the Sacred Knife is acquired by Kaede and the Roga-kunai is acquired by Kotaro.
Swordeater: Obtained once the Sacred Knife is acquired by Kaede and the Swordbreaker is acquired by Kotaro.

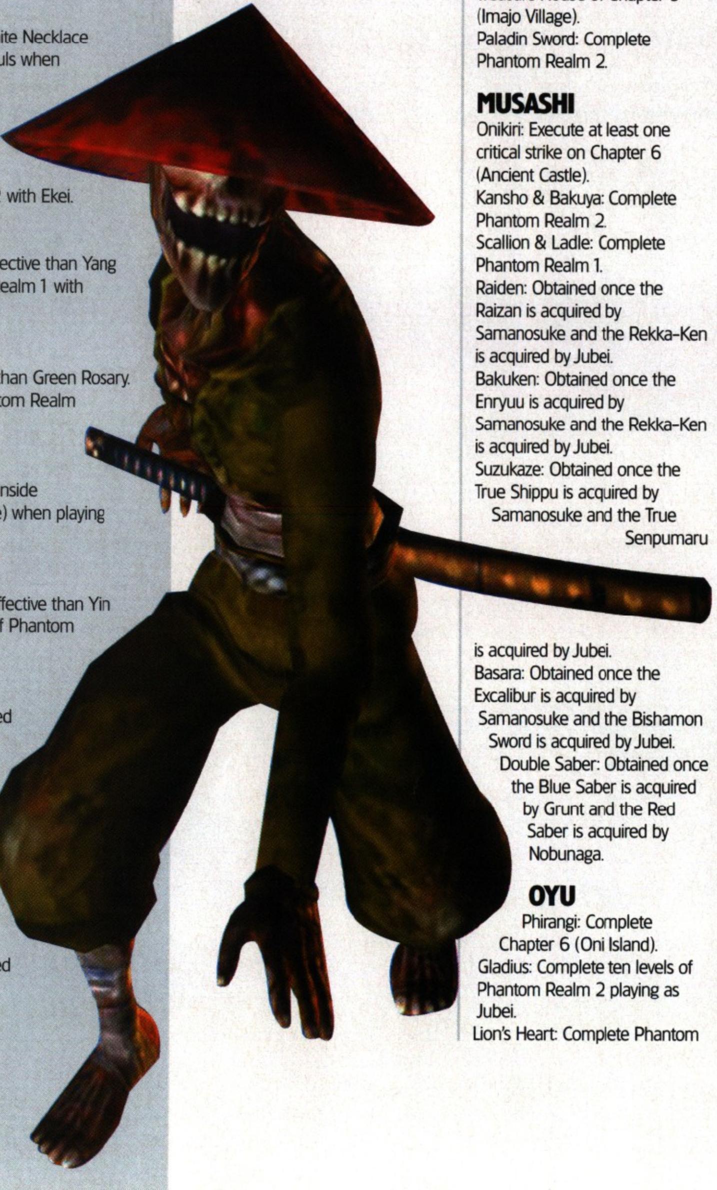
MAGOICHI
Machine Gun: Execute at least one critical strike on Chapter 7 (Silver Grass Plain).

Beam Rifle: Complete Phantom Realm 2.

MARCELLUS
Horse Killer: Complete Chapter 5 (Yagyu Village) in less than 2 minutes and 30 seconds.
Oni Splitter: Complete Story Mode.
Metal Club: Kill an accumulated total of 1,000 demon enemies with the human characters.

MEGAMAN EXE
Muramasa Blade: Inside the Treasure House of Chapter 5 (Imajo Village).
Paladin Sword: Complete Phantom Realm 2.

MUSASHI
Onikiri: Execute at least one critical strike on Chapter 6 (Ancient Castle).
Kansho & Bakuya: Complete Phantom Realm 2.
Scallion & Ladle: Complete Phantom Realm 1.
Raiden: Obtained once the Raizan is acquired by Samanosuke and the Rekka-Ken is acquired by Jubei.
Bakuken: Obtained once the Enryuu is acquired by Samanosuke and the Rekka-Ken is acquired by Jubei.
Suzukaze: Obtained once the True Shippu is acquired by Samanosuke and the True Senpumaru is acquired by Jubei.
Basara: Obtained once the Excalibur is acquired by Samanosuke and the Bishamon Sword is acquired by Jubei.
Double Saber: Obtained once the Blue Saber is acquired by Grunt and the Red Saber is acquired by Nobunaga.



OYU
Phirangi: Complete Chapter 6 (Oni Island).
Gladius: Complete ten levels of Phantom Realm 2 playing as Jubei.
Lion's Heart: Complete Phantom

Realm 2.
Chinese Combo: Complete ten levels of Phantom Realm 2 playing as Magoichi.
Bamboo Sword: Complete ten levels of Phantom Realm 2 playing as Grunt.

POWER MARCELLUS
Claymore: Complete Story Mode playing as Jujudormah.
Morning Star: Complete Story Mode playing as Three-eyes.
Metal Club: Kill an accumulated total of 1,000 demon enemies with the human characters.
Rhomphair: Inside Treasure House of Chapter 9 (Oni Tortoise).

NOBUNAGA
Provider: Inside Treasure House of Chapter 5 (Imajo Village).
Red Saber: Complete Story Mode.
Bamboo Sword: Complete ten levels of Phantom Realm 2 playing as Grunt.

SAMANOSUKE
Raizan: Inside Treasure House of Chapter 5 (Imajo Village).
Enryuu: Complete Phantom Realm 1.
Bishamon Sword: Complete Phantom Realm 2.
Mursama: Inside Treasure House of Chapter 7 (Imajo Village). This chapter takes place after completing Story Mode playing as Kaede and during Samanosuke's second play through Story Mode and only occurs if no continues have been used before or during Chapter 4 on that play through.
Excalibur: Obtain from Trader for 180 Victory Souls.
True Shippu: Execute at least three critical strikes on Chapter 7 (Silver Grass Plain) playing as Kaede. This chapter takes place during Kaede's second play through Story Mode and only occurs if no continues have been used before or during Chapter 4 on that play through.
Blue Saber: Complete Phantom Realm 2 playing as Grunt.
Bamboo Sword: Complete ten levels of Phantom Realm 2 playing as Grunt.

SPEED MARCELLUS
Despair: Kill an accumulated total of 1,000 human enemies with the demon characters.

MEGAMAN ZERO
Z-weapon 2: Complete Phantom Realm 2.

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9006	DJ Casper	Cha Cha Slide
4435	Usher	Yeah
4437	Mcfly	5 Colours In Her Hair
9408	Peter Andre	Mysterious Girl
6663	Eamon	I Dont Want You Back
7165	50 Cent	In Da Club
1206	Abba	Dancing Queen
0495	Atomic Kitten	Ladies Night
6505	Avril Lavigne	Sk8ter Boi
9276	Beenie Man	Dude
8189	Beyonce Knowles	Crazy In Love
8589	Beyonce Knowles	Baby Boy
9120	Black Eyed Peas	Hey Mama
7497	Black Eyed Peas	Shut Up
8565	Black Eyed Peas	Where Is The Love
7470	Blink 182	Feeling This
6454	Christina Aguilera	Dirrty
6718	D12	My Band
0754	Darude	Sandstorm
8568	Dido	White Flag
6481	Eminem	Lose Yourself
8711	Jamelia	Superstar
8093	Kelis	Milkshake
6397	Kevin Lyttle	Turn Me On
8889	LMC Vs U2	Take Me To The Clouds...
0397	Michael Jackson	Billie Jean
6379	Outkast	Hey Ya
8587	P.I.M.P	50 Cent
5872	Scooter	The Logical Song
7794	Sean Paul	Get Busy
8063	Sean Paul	I'm Still In Love With You
8370	The Darkness	A Thing Called Love
1430	Twista	Slow Jamz
8400	Ultrabeat	Pretty Green Eyes
7491	Will Young	Leave Right Now
8098	XTM	Fly on the Wings of Love
8835	50 Cent	Many Men

CHART HITS AND PRE RELEASE

6985	24/7.	Hide
1435	50 Cent	If I Can't
6603	Anastacia	Left Outside Alone
4357	Avril Lavigne	Don't Tell Me
6990	Beastie Boys	Ch-Check It Out
4612	Bees	Wash In the Rain
6606	Beyonce	Naughty Girl
8368	Big Brovaz	Baby Boy
4140	Blazin Squad	Flip Reverse
8826	Blazin Squad	Here For One
9152	Blink 182	I Miss You
8234	Blu Cantrell	Breath
9275	Blue	Breathe Easy
6991	Brand New	The Quiet Things..
6789	Britney Spears	Everytime
8954	Busted	Air Hostess
9004	Busted	Who's David?
6984	Candee Jay	If I Were You
4364	Cassidy	Hotel
7791	Christina Aguilera	The Voice Within
6666	Christina Milian	Dip It Low
6989	Deepest Blue	Is It A Sin
7458	Dido	Life For Rent
8536	Elton John	Are You Ready
9247	Enrique Iglesias Ft Kelis	Not In Love
4443	Frankee	**** You Right Back
4441	George Michael	Amazing
1351	Hilary Duff	Come Clean
6719	Him	Solitary Man
6986	Jay-Z	99 Problems
6664	JC Chasez	Blowing Me Up
6784	Jessica Simpson	In This Skin
4771	Kanye West	Through The Wire
1400	Kelis	Trick Me
7824	Kelly & Ozzy Osbourne	Changes
6983	Kurt Nilson	She's So High
5533	Maroon 5	This Love
4610	Morrissey	Irish Blood, English Heart
1432	N*E*R*D	She Wants to Move
1421	Natasha Bedingfield	Single
1436	Outkast	The Way You Move
8830	Pink	God Is A Dj
6829	Pop!	Heaven and Earth
5607	Prince	Musicology
8585	Rachel Stevens	Sweet dreams
9005	Sam & Mark	With A Little Help...
1382	Sarah Connor	Bounce
4440	Sugababes	In The Middle
6828	The Charlatans	Up At The Lake
6988	The Corrs	Summer Sunshine
9278	The Darkness	Love Is Only A Feeling
6783	The Rapture	I Need Your Love
6785	The Streets	Fit But You Know It
9013	UD Project	Saturday Night
0710	Ultrabeat	Feelin' Fine
6987	VS	Call You Sexy

TXTUK RECOMMENDED

1206	Abba	Dancing Queen
0744	ATB	9 pm (Till I Come)
6505	Avril Lavigne	Sk8ter Boi
0296	Bonjovi	Living On A Prayer
0754	Darude	Sandstorm
1272	Deep Purple	Smoke On The Water
0616	Delirium	Silence
1226	Elvis Presley	Suspicious Minds
0621	Faithless	Insomnia
1275	Guns and Roses	Sweet Child of Mine
0544	Guns And Roses	Paradise City
1068	Ian Van Dahl	Castles In The Sky
4154	Marilyn Manson	Tainted Love
0397	Michael Jackson	Billie Jean
8021	New Order	Blue Monday
4028	P P K	resurrection
0208	Robert Miles	Children
5872	Scooter	The Logical Song

TV & FILM THEMES

6508	TV & Film	Sex and the City
5150	TV & Film	Phoenix Nights
0022	TV & Film	Benny Hill
1575	TV & Film	Only Fools and Horses
0785	TV & Film	Buffy Vampire Slayer
1481	TV & Film	Eastenders
1284	TV & Film	Fraggle Rock
1573	TV & Film	Itchy and Scratchy
0083	TV & Film	Rhubarb And Custard
0076	TV & Film	The Muppets
0870	TV & Film	Fame
1564	TV & Film	Friends
1482	TV & Film	Ghost Busters
1285	TV & Film	Happy Days
4064	TV & Film	Harry Potter
1483	TV & Film	James Bond
1486	TV & Film	Knight Rider
0237	TV & Film	Looney Tunes
1286	TV & Film	Mission Impossible
0087	TV & Film	Scooby Doo
0091	TV & Film	The Simpsons
0108	TV & Film	X Files
0865	TV & Film	Dirty Dancing
0819	TV & Film	Matrix
8561	TV & Film	Lord Of The Rings
1288	TV & Film	Muppets Manamana

Saturday Night Classics

8245	The Streets	Don't Mug Yourself
7901	P Diddy	Bad Boys for Life
8430	Bizarre Inc	Playing with Knives
8432	Mondays	24 Hour Party People
8434	The Ones	Absolutely Flawless
6184	Oakenfold	Starry Eyed Surprise
5962	Nelly	Hot in Herre
4080	Puretone	Addicted to Bass
8436	Ganja Kru	Super Sharp Shooter
4027	Beddingfield	Gotta Get Thru This

Dance Classics

1424	Chemical Brothers	Hey Baby
1243	Dj Otzi	Hey Baby
0619	Dj Quicksilver	Belissima
0621	Faithless	Insomnia
0758	Faithless	God Is A Dj
0339	Fragma	Tocas Miracle
0208	Robert Miles	Children
0218	Sash	Equador
5872	Scooter	The Logical Song
7860	Tomcraft	Brainwashed

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9137

8903

6694

6697

8547

8904

6638

6639

6691

7506

6635

Jesus is coming
LOOK BUSY
6631

HERE FOR BEER
6633

6630

6628

6618

6832

6846

6839

9133

6841

motorhead
england
6843

8314

7712

6709

9051

7743

9050

7450

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7615

7569

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6635

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6704

6644

4222

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9106

9081

1539

9095

7686

7692

8389

1635

CFC
CHELSKI
6977

Arsenal
PREMIERSHIP CHAMPIONS 2003/04
6979

7550

MANCHESTER UNITED
7504

9001

9002

9083

LORD OF THE DONUTS
8872

9079

REHAB
is for quitters
5543

1454

9107

7935

7708

7698

7706

7513

7389

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SPACE WARRIOR

In the role of Space Warrior 3167, your mission is to exterminate the evil invaders and bring peace back to the earth. Make good use of your laser gun to proceed in the different levels of adventures. You may also discover the secrets of Rosswell Incident and the Egyptian Pyramids. The mysterious space is waiting for your exploration!

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9384

6617

6762

8822

7324

4112

4113

1411

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1417

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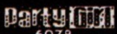
Logos and Pix

Nokia Operator Logos

5925

4489


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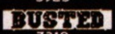

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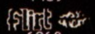

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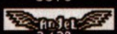

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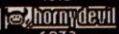

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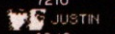

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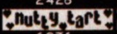

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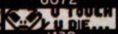
U TOUCH U DIE...
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Nokia Picture Message

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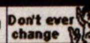

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can't help thinking of u!
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666 missed calls
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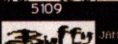
5155

1000 Kisses
5026

5956



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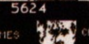

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7211

YOU'RE MY ANGEL
5068

7213

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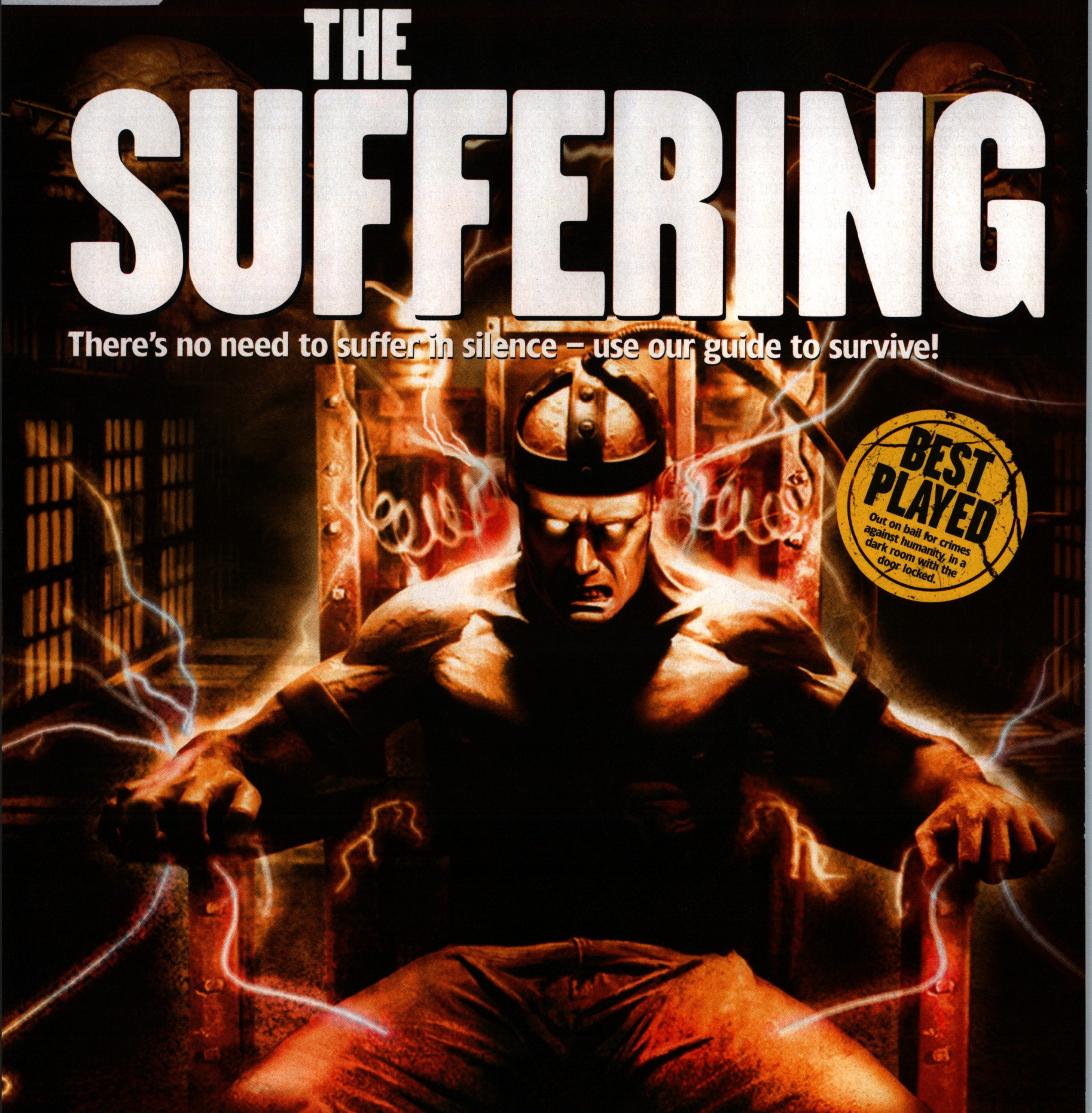
THE FACTS: **THE SUFFERING** ● PLAYERS **1** ● MEMORY CARD SPACE **VARIES** ● DIFFICULTY **EASY** ● COMPLETION TIME **30 HOURS**

THE SUFFERING

There's no need to suffer in silence – use our guide to survive!

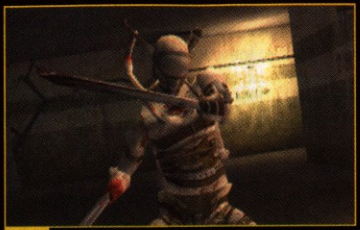


BEST PLAYED
Out on bail for crimes against humanity, in a dark room with the door locked.

BEAT THIS → CAN YOU FIGHT YOUR WAY THROUGH THE ENTIRE BLOOD-SOAKED GAME USING ONLY YOUR SHIV? IT WON'T

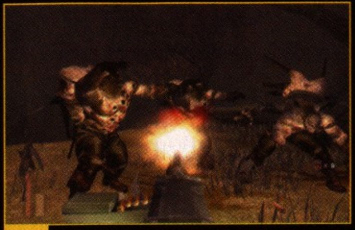
01 DEATH ROW

THE SEVEN TYPES OF NIGHTMARISH ENEMY YOU'LL FACE IN THE GAME.



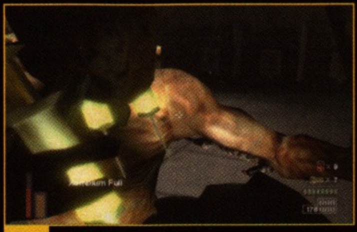
1 SLAYER

These come in two varieties: normal and large. Just because they are the first enemy you encounter, don't think they aren't deadly. If they gang up on you, your health will deplete at an alarming rate. From "A Lonely Place To Die" onwards, they will regenerate if you don't remove their head.



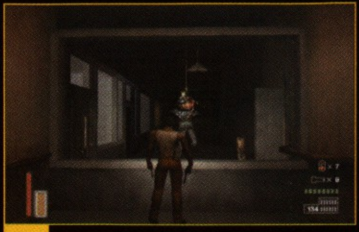
2 MARKSMAN

Big and menacing, the Marksman does surprisingly little damage when it shoots you, but every so often it can go into full auto mode and riddle you with lead. Don't ever let it do that – blast it first. When you've killed them, they will remain standing in their death throes for a second or two, so stop shooting.



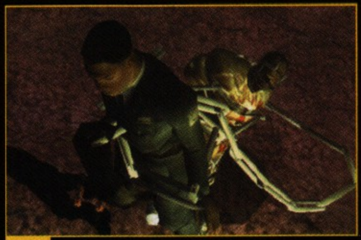
3 MAINLINER

They seem to love water, and will often appear near bodies of it, like that horrible bit in the showers. Blast them with a Shotgun and they'll get blown onto their back. Quickly nail them again to finish them off. If they manage to jump onto you, hammer all the buttons to shake them off before they nject you.



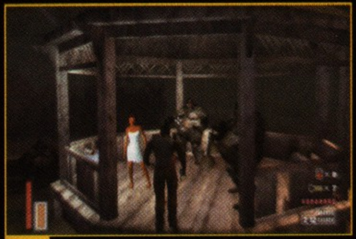
4 NOOSEMAN

Don't waste your ammo on these pitiful creatures. They drop from bloody patches on the ceiling, so most of the time they are easily spotted and avoided. They don't even do half-decent damage, so they count as an annoyance to be dealt with if you have the time and bullets to spare, rather than a serious danger.



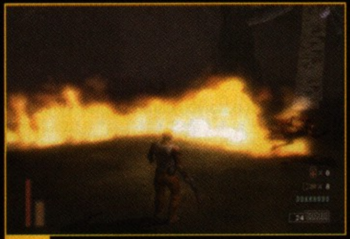
5 BURROWER

The tricky bit is judging when and where they pop up. Once they do, their range is limited, so move back and let rip. Watch out for their spinning attack, it's a bit harder to dodge than their chain slash. They don't take many shots, so be patient, but they do love burrowing all over the place.



6 FESTER

Nasty pieces of work, these. Lobbing explosives at them has the best effect. Don't waste valuable ammo on them, except if they release a pack of rats. You'll hear them coming, so aim at the floor with the Shotgun or Tommy Gun and try to kill them all before they hit your feet and explode messily.



7 INFERNA

A very dangerous enemy indeed, they move quickly and spread fire everywhere. Get too close and they'll catch you in an explosive sphere of flame. Don't hold back, kill them as soon as you possibly can, then keep firing at the pile of ashes they leave behind until they're scattered – otherwise they'll regenerate.

KEY

R Revolver
S Shotgun
T Tommy Gun
F Flame Thrower
X Xombium
F Flare
F/B Flash/Bang
T TNT
S Shrapnel Grenade
M Molotov
MG Machine Gun
⊗ Point of Interest
B Flashlight/Batteries
Projector
Projected gates

■ First time through the level annotations are this red colour

■ Second time through the level annotations are this blue colour

WHAT? NO MAP?

While most of the game is mapped in some detail, sometimes you'll find yourself with just that Carnate Island map for company. Fret not, check here.

DARKEST NIGHT, ETERNAL BLIGHT

After helping the CO get to the communications building you'll end up in this workshop. After defeating the first wave of enemies, scour the area for items, then head up the ladder. There's some more stuff up top, then smash the box blocking the door and leave (upper walkway).

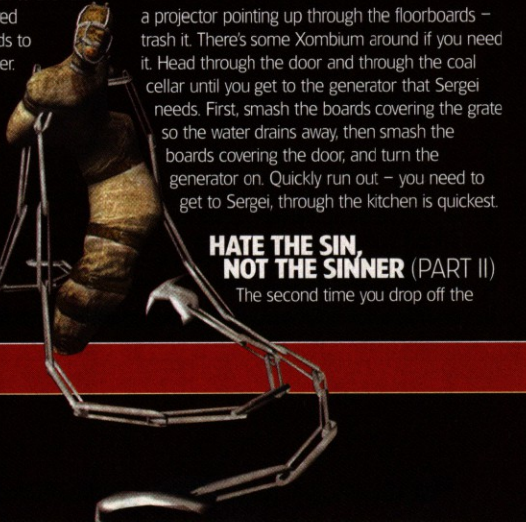
There are yet more items just through the door, then you're into the Cemetary. When you get to the junction, go left for your first sticks of TNT then right. You'll hit a camp of CO's – if you stay away they'll get attacked by Slayers and you can let them sort it out amongst themselves. Carry on into the path and you'll hit the Quarry South map.

YOU'VE MISTAKEN ME FOR SOMEONE ELSE

When you emerge from the tunnel (after knocking the water tower over and putting out the fire), head left for some items, then along to the right. Look carefully at the fence on your left for a break, and slip through. Hunt around for items then jump up the tall wall using the stone blocks. The area here is based around a lake with a gazebo. Plunder it for items, look in every corner, and when you head towards the Asylum itself and spy it for the first time, run along the path to the left for the Asylum Map next to a withered corpse. Once up the stairs, right leads to some items, left to the building proper. The front door is locked, so head around back, clear it out of enemies and items, smash the boxes and pull the crate away from the door allowing entrance.

HATE THE SIN, NOT THE SINNER (PART I)

After you drop down into the Asylum's cellars, you no longer have a map with which to orient yourself. This, combined with the shortage of flashlight batteries can easily get you lost and in trouble. Run to the end of the room to trigger a cut-scene, kill the Mainliners then find a crate with boards resting against it. Hack them away and pull the crate all the way back to let the shelves fall. Around behind them is a projector pointing up through the floorboards – trash it. There's some Xombium around if you need it. Head through the door and through the coal cellar until you get to the generator that Sergei needs. First, smash the boards covering the grate so the water drains away, then smash the boards covering the door, and turn the generator on. Quickly run out – you need to get to Sergei, through the kitchen is quickest.



HATE THE SIN, NOT THE SINNER (PART II)

The second time you drop off the Asylum map is when you head into the attic. After lowering the mysterious mechanical device down to the room below, and fighting off the subsequent wave of enemies (they may fight amongst themselves, saving you ammo), you need to deal with two projectors. One can be destroyed, the other is in a cage which can be dragged backwards until the beam of light is cut off.

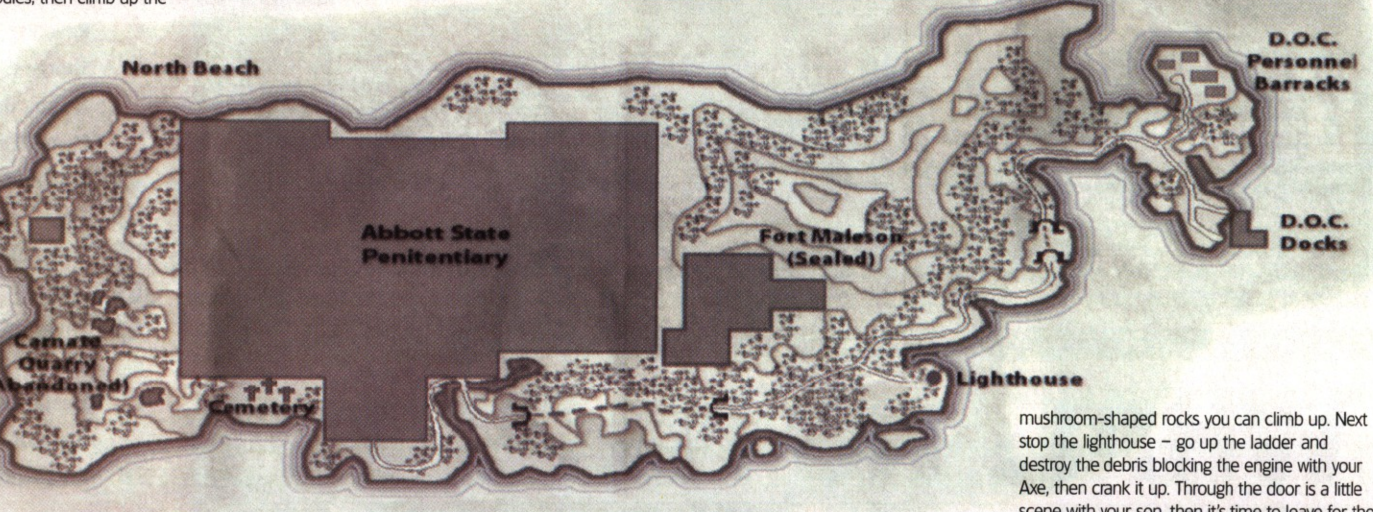
A LONELY PLACE TO DIE

To the west of the Asylum is a terribly simple maze with some items in the middle. Once claimed, leave by the front gate, which is ajar. Explore both sides of the road thoroughly, and pay careful

EASY. BUT THEN AGAIN NOTHING WORTH DOING IS. ▦

attention to the Slayers on the first bridge. They now regenerate if their heads are left intact, so either nail them with a headshot or just blast them in the noggin when they're down. To the right is a burned house with a mini event, and a gas can (one of the ingredients for the Flamethrower). Escape by jumping up onto the fireplace.

■ Along the path and to the right is a cave. Many items lurk within, including the final ingredient for the Flamethrower! The path will be blocked with a wall of fire, so just jump up to the left, get your first Molotov Cocktails, and back down and around. When you get to the bridge that's out, look to the right for a car. Press ⊗ by the jack to send it hurtling into the river. Swim towards a little beach for a fight and some goodies, then climb up the car to the other side.


North Beach
D.O.C. Personnel Barracks
Carnate Institution (Condemned)
Abbott State Penitentiary
Fort Maleson (Sealed)
D.O.C. Docks
Carnate Quarry (Abandoned)
Cemetery
Lighthouse

DANCING AT THE DAWN OF THE APOCALYPSE

Pick up the TNT to the right, then move on to meet Clem. You can kill him, but he'll be useful against the new enemy he's about to introduce you to. Move along the beach lobbing TNT and Molotov Cocktails at the Festers, being sparse with them (because you can only hold 10, Clem helps out anyway, and you'll need one spare in a second).

■ After one of Clem's speeches a Fester will burst through the iron gate inside the shipwreck. Run through the gate and up the ramp to the opening. Shoot the barrels until they drop into the water and release their shimmering load, then throw a Molotov Cocktail in – whoosh. No more Festers. If Clem survived, go back to see his raft sail off – then head up through the ship 'til you get above decks. Jump across to the sewerage pipe and pick up the map for this and the next area. It's well worth backtracking in order to restock on supplies, there's loads along the way to the pier.

WHO WANTS TO DENY FOREVER?

Yes, back in the Recreation Yard again. Putting another dozen or so markers on our map would have made it insanely complicated, so when you come through it for the third time, use this text as a guide. You'll emerge in a small area of yard, with two guards in it. Protect them from the monsters until they run into one of the towers and you'll get some good karma, kill them for bad karma. There's loads and loads of good stuff to pick up, so be thorough. We imagine you remember how to get to the Communications shed, which is awash with Xombium. Get inside, pick up the urgent tickertape, and when you leave a Fester will very kindly open a previously locked gate for you. Kill the Festers, then get on the machine gun and wipe out everything that moves. That's the end of this chapter.

DEATH BE NOT PROUD

There's a little crate over by the left wall. Drag it to the building and climb up. Use the machine gun on the enemies, then shoot the block away from the bus until it crashes into the gates. Jump down and mop up the rest of the enemie. Climb up the bus and run through to the path beyond. There's a little scene with some inmates crashing a car, and near that area is a path you can take down into a tunnel. You can jump across the river here, and up to the other side, but explore for the crashed car first, it holds supplies.

■ Up top is a shack with yet more supplies. Find the blocked tunnel, turn right, and follow the path until you reach an area with loads of Marksmen to kill – use the machine gun provided. There's a small, less obvious path you'll want to seek out, to the right of where you came in. It leads to a shack full of supplies (use the TNT crate to blow your way in), and you can jump from the roof of the shack to a new area – the crashed WWII plane. Finally, run back and enter the cave, following the TNT-happy con.

SINGLE BULLET THEORY

Follow the series of caverns, looking for flares to lead the way, and items to pick up (including plenty of Shrapnel Grenades). Past two Festers and some irritating Noosemen, you'll hit a dead end. Turn around, and head back into the next room. Face left, and you should see a ledge to climb up. Keep following this route until you get to another (water-logged) dead end. Jump up through the trapdoor here. There's only one way through the Fort, but watch out for a crate of TNT blocking a door on the right. Blow it up and enter for a grisly scene and some items.

■ You'll eventually hit a big open room with a machine gun in it. Throw some flares into the back of the room, then man the machine gun – it's already pointing pretty much straight at some cases of Grenades stacked up, so blow them up and be ready for an intense wave of Marksmen and Mainliners. Head through the hole that you blasted open, and you'll come to that TNT-crazed convinct. You can free him by dragging a TNT crate over to the stalactites and blasting it, for good karma (we all need some of that, right?). He will lead you to the lighthouse, so all you have to do is follow him as close as you can, only shooting those enemies who directly get in your way or threaten his life.

■ Getting to the lighthouse basement triggers a boss battle, with the creepy Hermes T Haight, executioner of the prison. Firstly run to each corner of the room and press ⊗ near the four red valves to turn them off. He rises through grates in the floor, so you need to block as many off as possible. Drag a crate over one, find and chop two ropes to cover two more, and shoot explosive crates for the fourth. He'll be left with only two. Hide behind the crate you dragged, and you should be protected from those lethal gas missiles he fires, from both directions. Wait until he rises in front of the furnace, then quickly turn the crank to blast him inside with steam, then press ⊗ by the furnace door to lock him inside. The exit is through the door shrouded in smoke.

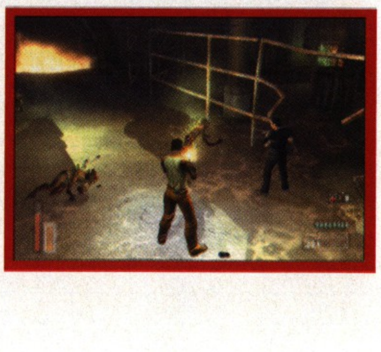
AND A CHILD SHALL LEAD THEM

This chapter introduces the deadly Inferna, so be prepared. Do NOT get cornered, and try to be accurate – their flames make it difficult to target them. Raid the lower level of the lighthouse (don't climb the ladder yet), and leave. You'll meet your first three Inferna, so quickly hop up onto the bus where they can't hurt you. Also, Eduardo will do a lot of the work killing them. He tells you the generator needs to be turned on, and will lead you around the island. Kill the Inferna as you encounter them, and save often in case they fry you like bacon. Just after the checkpoint you'll reach an area with infinitely spawning Slayers. Quickly find the door to the right of the collapsed tunnel, climb the ladder and direct the spoligh at the hellmouth thing to stop them coming. Once you get down again, there's three more Inferna to kill, then you can enter the fenced off area and turn on the generator.

■ On the way back to the lighthouse, Eduardo will lead you north off the path where you'll see a scene and get an archive page, and then again deviates from the path to show you a cave. Inside are three convicts you can save or kill at your whim, and a hidden area you can access via three mushroom-shaped rocks you can climb up. Next stop the lighthouse – go up the ladder and destroy the debris blocking the engine with your Axe, then crank it up. Through the door is a little scene with your son, then it's time to leave for the docks. With a little help from Horace.

LAST BREATH BEFORE DYING

The last section before the final boss is pretty easy. When you get trapped inside the tunnel, climb over the scaffolding, and shoot the crate to blow it up and crack the water pipe. Push the other crate over the drain to flood the area and extinguish the fire. The next hazard is an exploding truck, a chat with Hermes, and an oncoming bus you need to roll out of the way of. Use it to cross the chasm then fight your way along until Eduardo leaves you. Next stop – final boss. Use your monster form all the time, you'll get the 'monster' ending. You will also unlock one of three bonus archive pages (you'll have to get all three endings to unlock them all), and a new prologue chapter which is available the next time you start a new game. ■



DEATH HOUSE 2nd Floor

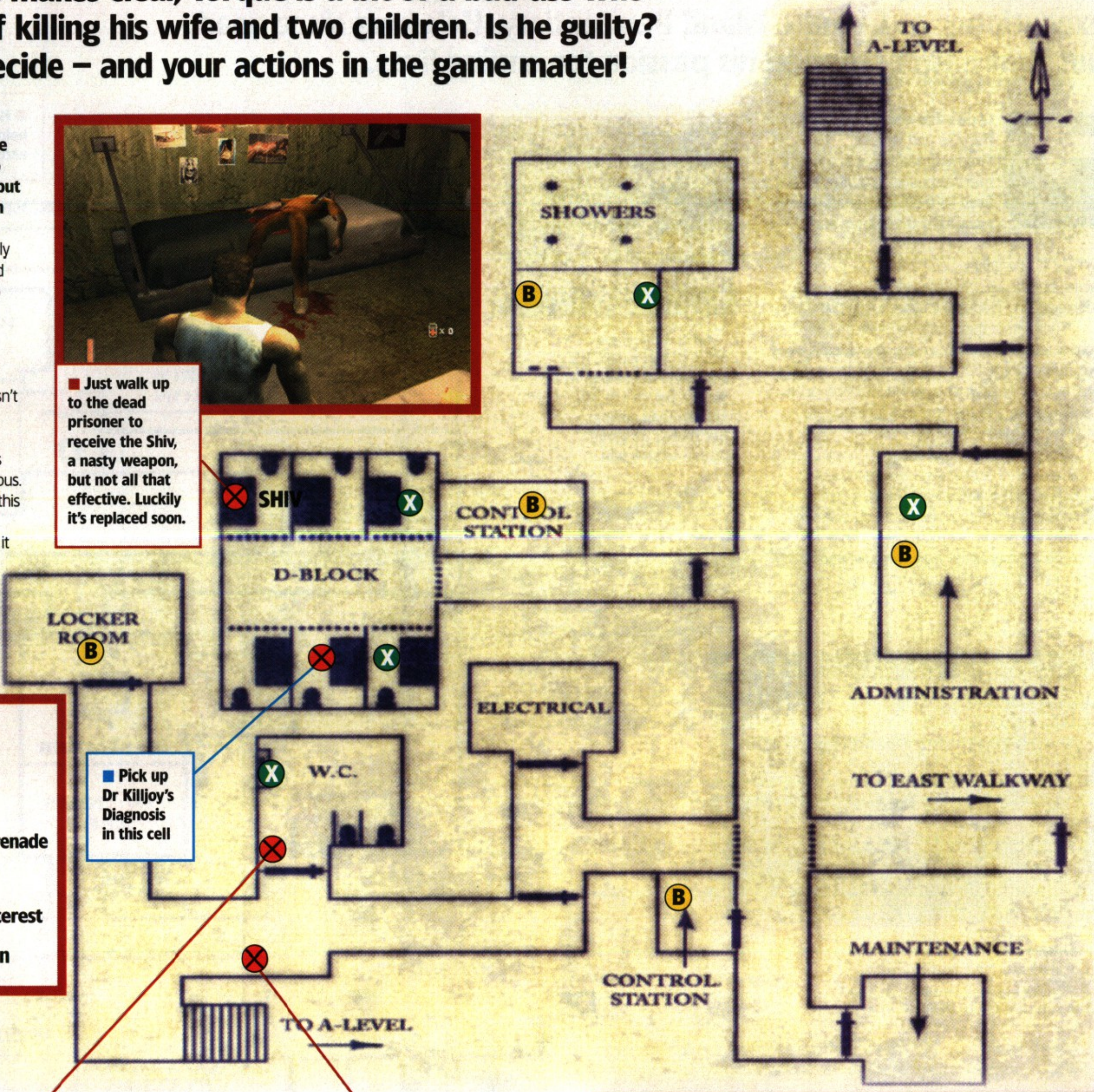
■ And so it begins...

As the intro sequence makes clear, Torque is a bit of a bad-ass who has been convicted of killing his wife and two children. Is he guilty? That's up to you to decide – and your actions in the game matter!

After the tremor has died down, and you realise you're free, it's time to get used to the controls. Yes, it's dark, but don't worry. You get a torch soon enough.

The Suffering is a game which relies heavily on a scary atmosphere to provide the thrills and chills. If you died all the time, you'd never get to see the cool stuff that they have planned right around the corner, so there's usually an overabundance of items to pick up, and for the majority of the game you'll be carrying the maximum possible amount of each item. This isn't to say it's a walk in the park, because it's very definitely not. There are deadly enemies, occasional puzzles, and more than a few places where the way forward might be less than obvious.

We would strongly recommend not using this guide every step of the way, but rather playing through at your own pace and only referring to it when you get hopelessly stuck, or have the sneaking suspicion you missed something important. Simply press SELECT to get to your map, find out where you are, and check the appropriate page. ■



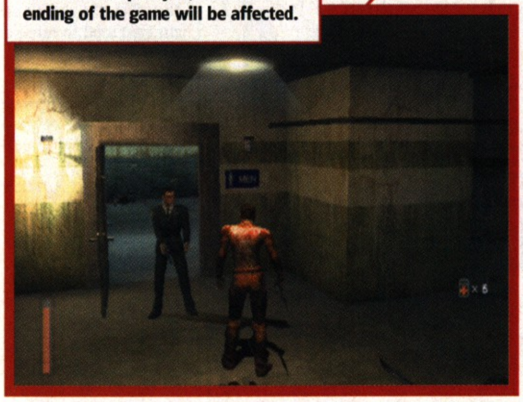
■ **Just walk up to the dead prisoner to receive the Shiv, a nasty weapon, but not all that effective. Luckily it's replaced soon.**

■ **Pick up Dr Killjoy's Diagnosis in this cell**

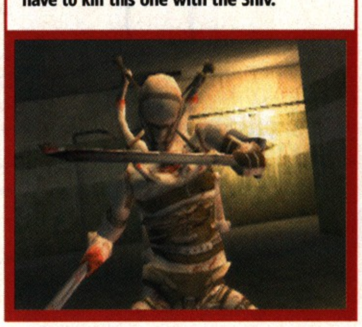
KEY

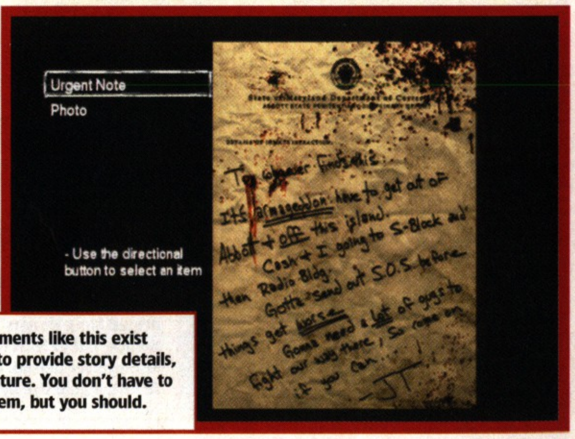
R Revolver	F Flare
S Shotgun	F/B Flash/Bang
T Tommy Gun	T TNT
F Flame Thrower	S Shrapnel Grenade
X Xombium	M Molotov
B Flashlight/ Batteries	⊗ Point of Interest
	MG Machine Gun

■ **This CO represents your first moral choice. The beast within demands that you kill him, the spirit of your ex-wife implores you to help him out. It's up to you, and the ending of the game will be affected.**



■ **The Slayer is the first enemy you face, and the most common in the game. You have to kill this one with the Shiv.**





State of Maryland Department of Corrections

To whoever finds this:
It's armageddon. have to get out of
Abbot + off this island.
Cash + I going to S-Block and
then Radio Bldg.
Gotta send out S.O.S. before
things get worse.
Gonna need a lot of guys to
fight our way there, so come on
if you can.
– JT

■ **Documents like this exist purely to provide story details, and texture. You don't have to read them, but you should.**

DEATH HOUSE 1st Floor

■ They said prison was hell... and they meant it.

This is where you first encounter Hermes T Haight, the resident executioner of Carnate Island Penitentiary. He's long since dead, but that hasn't stopped his passion for ending lives.

Ladies and gentlemen, meet Hermes and Horace. These two charming fellows will pop up many times as you play, so get used to their ugly mugs. You'll even fight them later on.

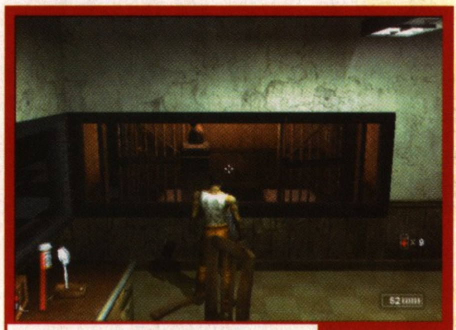
Take your time with this level, since not only will you still be getting used to how the game works, but there's some marvellously gruesome set pieces and graphical touches to look out for.

Throughout the prison, you'll encounter control rooms. These are crucial to your continuing progress through the first levels of the game. Not only do they hold switches which invariably open cell doors/doors to the next area, but they are usually crammed with items.

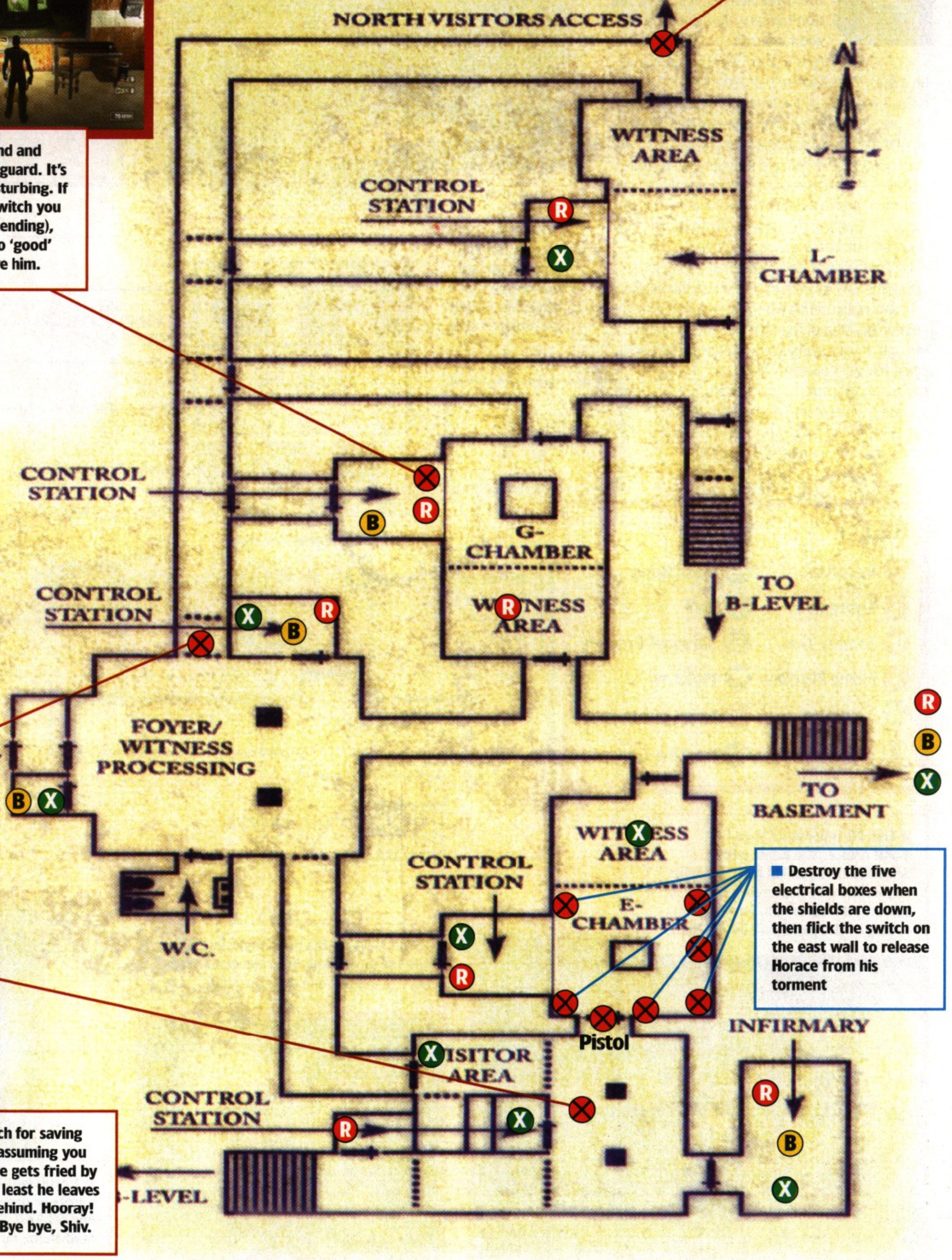
They also hold PA systems, which will often provide clues to later areas as panicking guards describe their situations, and monitors. Hitting ⊗ next to a monitor allows you to observe other areas of the prison, but more often than not it won't be a pretty sight. Lastly, there are phones. Pick them up if they ring, you might hear something interesting. ■

Archive Page Unlocked: The Death House

■ **Stick around and listen to this guard. It's genuinely disturbing. If you hit the switch you kill him (bad ending), but there's no 'good' option to save him.**

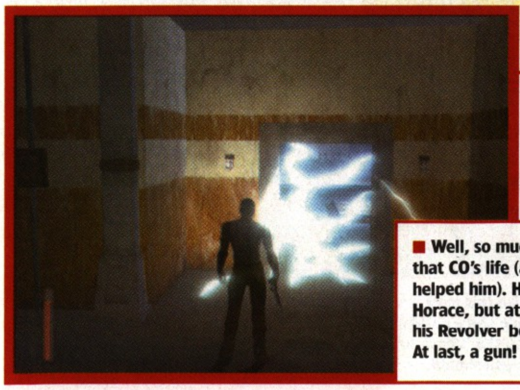


■ **Drag a statue to the position you can see here, then hit the switch. Both doors should be open, and you can run through to the next bit.**


NORTH VISITORS ACCESS
N
S
WITNESS AREA
CONTROL STATION
L-CHAMBER
CONTROL STATION
G-CHAMBER
WITNESS AREA
TO B-LEVEL
CONTROL STATION
FOYER/ WITNESS PROCESSING
VISITOR ARRIVAL
TO BASEMENT
WITNESS AREA
CONTROL STATION
E-CHAMBER
W.C.
Pistol
INFIRMARY
VISITOR AREA
CONTROL STATION
-LEVEL

■ **Here's where you meet Dallas. Kill him or help him? It's entirely up to you, and the ending you'd rather see.**

■ **Destroy the five electrical boxes when the shields are down, then flick the switch on the east wall to release Horace from his torment**



■ **Well, so much for saving that CO's life (assuming you helped him). He gets fried by Horace, but at least he leaves his Revolver behind. Hooray! At last, a gun! Bye bye, Shiv.**

DEATH HOUSE Basement

■ Down down, deeper and down...

A deadly new enemy lurks in the bowels of the prison, so keep on your toes. New types of weapon help even the odds a little, but it's still you against the world.

You'll actually enter two separate sections of the Basement, with a trip to the Sub Basement in between. Fed up with the puny little revolver? In need of something with a little more oomph behind it? Then you'll be pleased to hear that a Tommy Gun lurks in this area, albeit through a passageway which is unhelpfully missing from the in-game map.

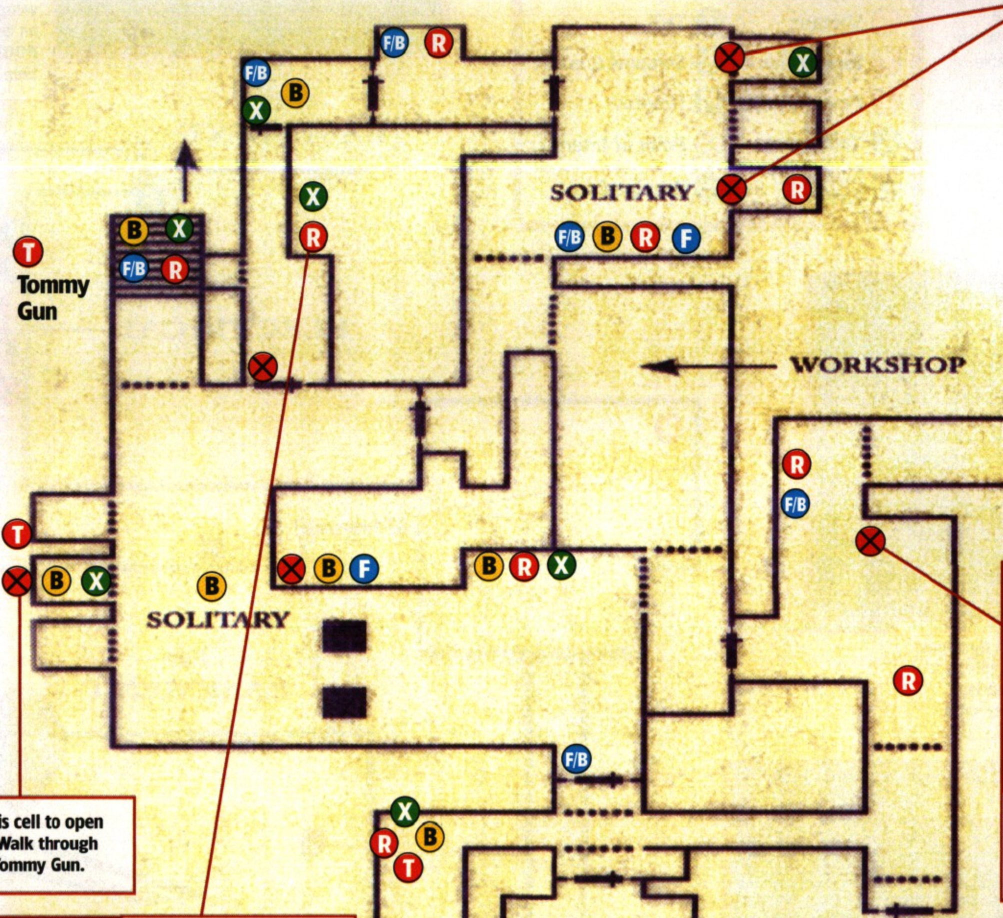
You'll certainly need it if you want to take the new enemy out quickly – Marksmen are huge hulking creatures with half a dozen rifles grotesquely melded to their bodies. When they crouch down, they are preparing to fire. Single bursts from them can be avoided by rolling to the side or simply running around, but they do sometimes go into fully automatic mode. This can be extremely dangerous, but always remember you have Flash Bang Grenades you can use to temporarily stun them.

Again, watch out for some disturbing disembodied voices, especially in Solitary. ■

■ Use your Shiv on the wooden planks blocking access to the Solitary cells here, to get hold of the items within. There are also some deeply worrying comments made by spirits of the dead.

KEY

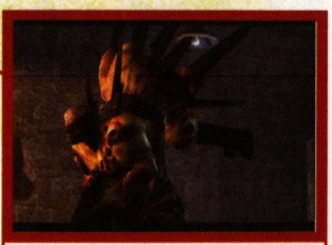
- R Revolver
- S Shotgun
- T Tommy Gun
- F Flame Thrower
- X Xombium
- B Flashlight/Batteries
- F Flare
- F/B Flash/Bang
- T TNT
- S Shrapnel Grenade
- M Molotov
- ⊗ Point of Interest
- MG Machine Gun



■ Use the Crank opposite this cell to open the back of the middle cell. Walk through to see Horace, and find the Tommy Gun.

■ Drag the crate to this section of corridor, jump up onto it, and up again into a secret cache. You'll now be able to dual wield Pistols for more firepower but less accuracy.

■ Second time through this area you'll find the Gonzo Gun, the most deadly (and ridiculous) of all weapons.



■ Here's where you'll be introduced to the Marksman. A nasty piece of work, he can attack from long range and is a right pain in the arse.

■ Note: you may have already discovered this, but many rooms have (gasp) working lights! They just might not be turned on, that's all. Look for light switches, and save your batteries.

DEATH HOUSE Sub Basement

■ Release the beast!

Torque, meet your inner demons. Literally. Another piece of the puzzle that is his family's murderer, the beast, is also a handy tool.

We know that if you commit good deeds, you get the 'good' ending, evil deeds for the 'bad' ending. But here's where you learn about the third ending.

Torque has blackouts, so he says. Looks like we've just found out what happens during those blackouts, and indeed the truth behind the brutal slaying of his wife and sons.

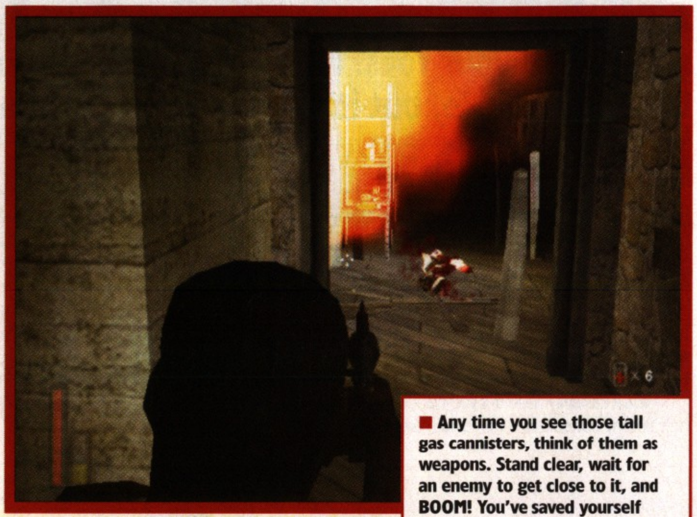
Or have we?

Yes. Well, maybe, depending on how you choose to play the game. The beast within is a tremendously potent weapon of destruction. When you press △ and transform, you stop being able to use any of your conventional weapons, but you gain several new attacks which make mincemeat of pretty much anything in no time at all.

The scene where you are introduced to this bizarre power of yours is also the only time we see the three main villains of the game (well, maybe they're just misunderstood, right?) together in the same room. Hermes T Haight, the green gaseous guy, Horace the permanently electrocuted, and Doctor Killjoy, the flickering black-and-white phantom of a psychiatrist, of whom we will learn much more in the levels set in the Asylum. You will end up fighting all three, eventually. ■

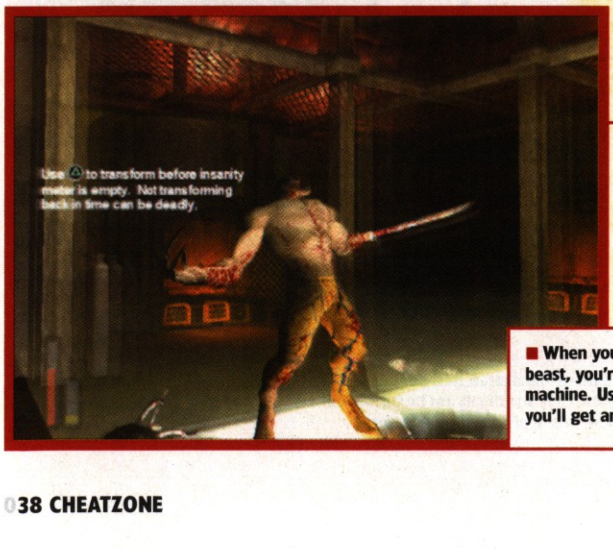
KEY

R	**Revolver**	F	**Flare**
S	**Shotgun**	F/B	**Flash/Bang**
T	**Tommy Gun**	T	**TNT**
F	**Flame Thrower**	S	**Shrapnel Grenade**
X	**Xombium**	M	**Molotov**
B	**Flashlight/ Batteries**	⊗	**Point of Interest**
		MG	**Machine Gun**



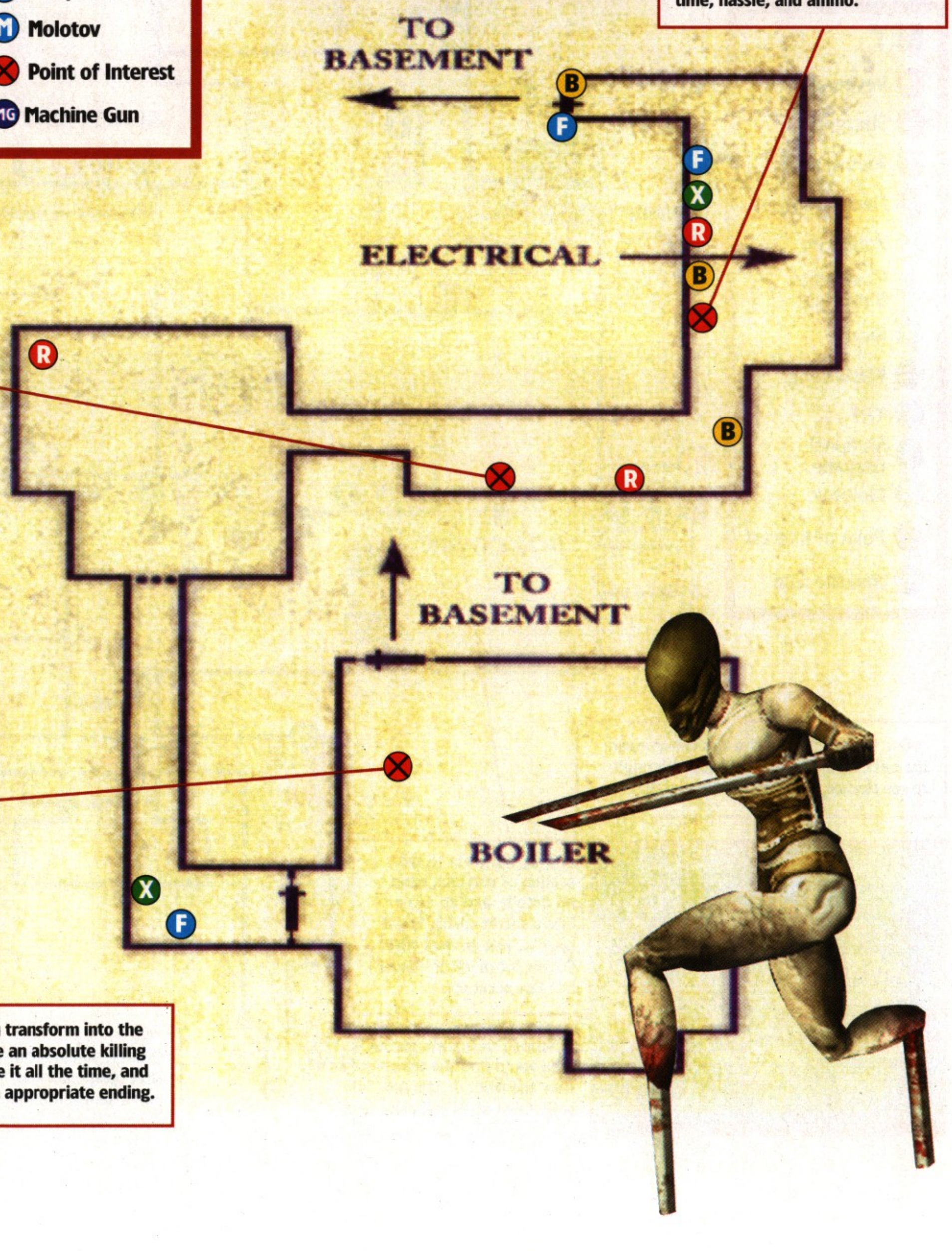
■ Any time you see those tall gas cannisters, think of them as weapons. Stand clear, wait for an enemy to get close to it, and BOOM! You've saved yourself time, hassle, and ammo.

■ Turning the Crank cuts off the steam in the pipes, allowing you to progress. It's about as simple as a puzzle can get, but it makes for a bit of variety from blowing hellish creatures into chunky salsa.



Use △ to transform before insanity meter is empty. Not transforming back in time can be deadly.

■ When you transform into the beast, you're an absolute killing machine. Use it all the time, and you'll get an appropriate ending.



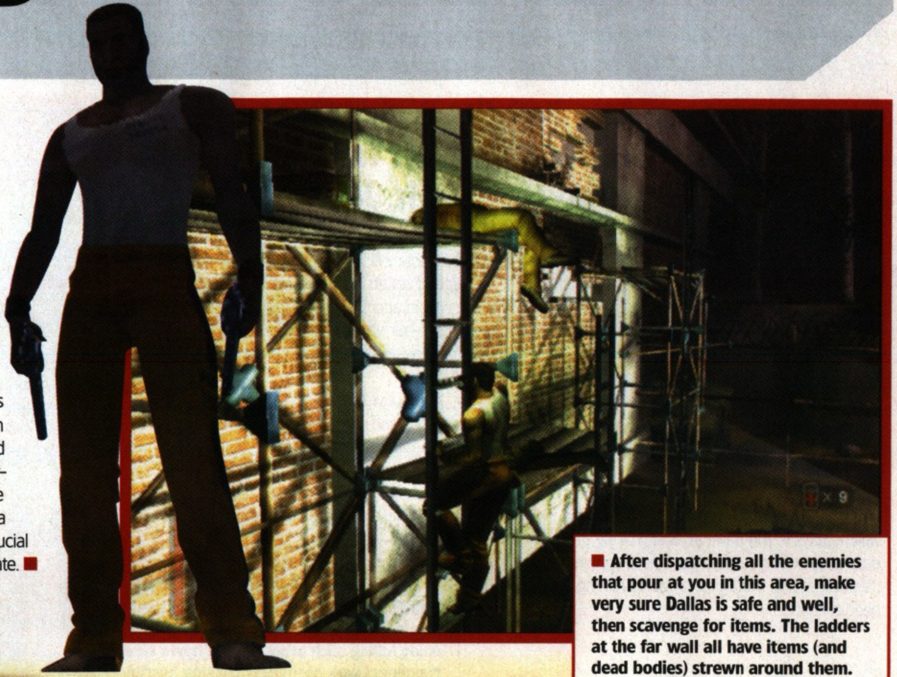
NORTH YARD

- The only way is up.

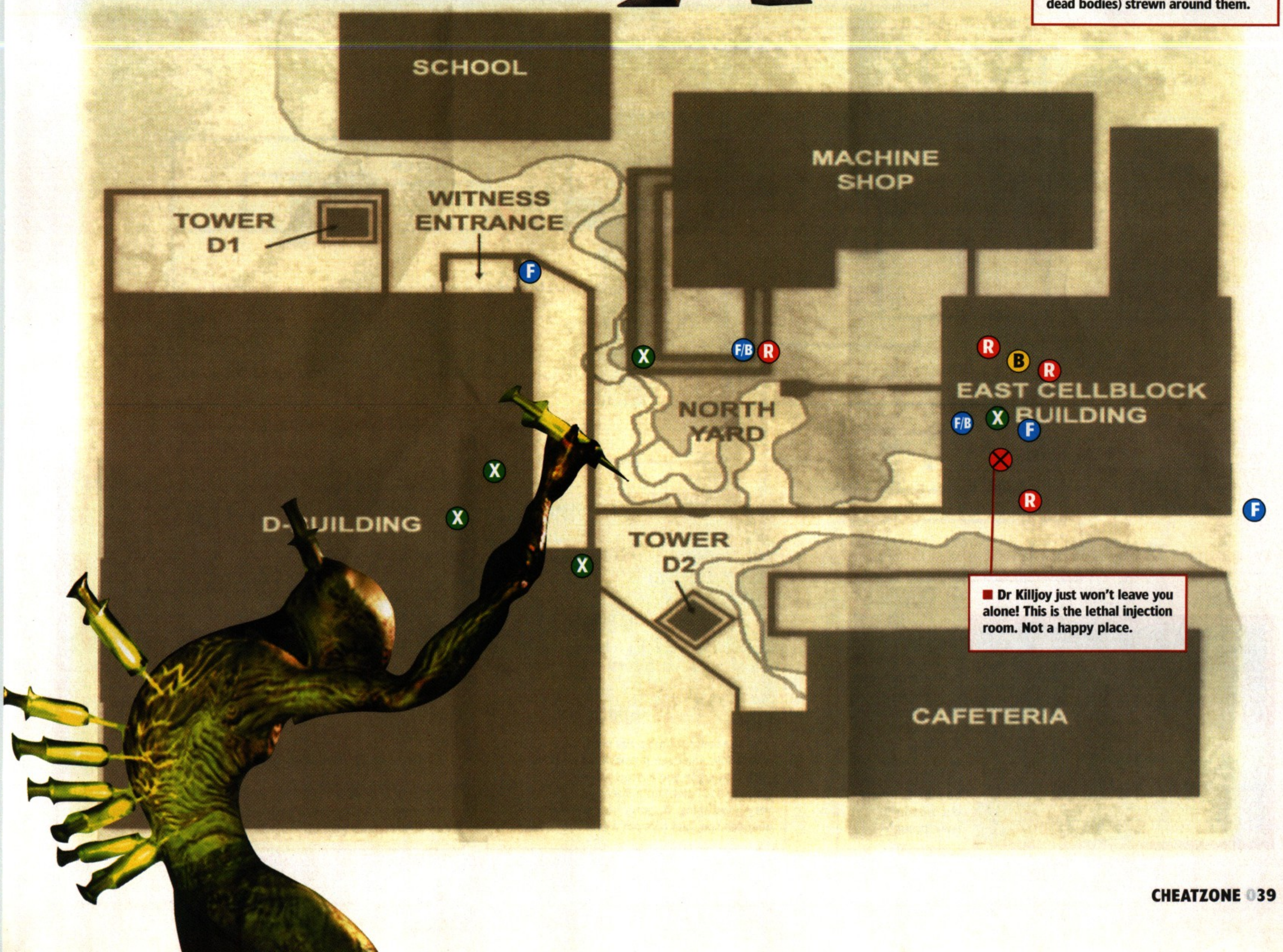
Dallas is a con, but that doesn't mean he's evil. Maybe you can help him escape. Or just shoot him in the back of the head...

If you have decided to take the high moral ground, then protecting Dallas in this area should be your top priority. He's not even armed yet. This is a very short, easy area to navigate. No tricky puzzles or anything like that. The geography can be a little awkward, however, and Dallas has a habit of running ahead like a crazy fool. Slayers absolutely won't hesitate slicing his head off, given the chance, so take them out before they even think about it. Sharp shooting is a must here.

A good strategy to use against Slayers (if you're confident enough about your precision targeting) is to go for the headshot. Now, unlike a lot of enemies, blowing their heads off doesn't actually kill Slayers, but it does blind them (obviously) making it much less likely that they'll hit you, or indeed Dallas (or whatever hapless computer-controlled character you happen to be protecting at the time). It's a good idea to master the headshot now, as it's crucial later in the game, when they regenerate. ■



■ After dispatching all the enemies that pour at you in this area, make very sure Dallas is safe and well, then scavenge for items. The ladders at the far wall all have items (and dead bodies) strewn around them.



■ Dr Killjoy just won't leave you alone! This is the lethal injection room. Not a happy place.

E CELL BLOCK NORTH B-Level

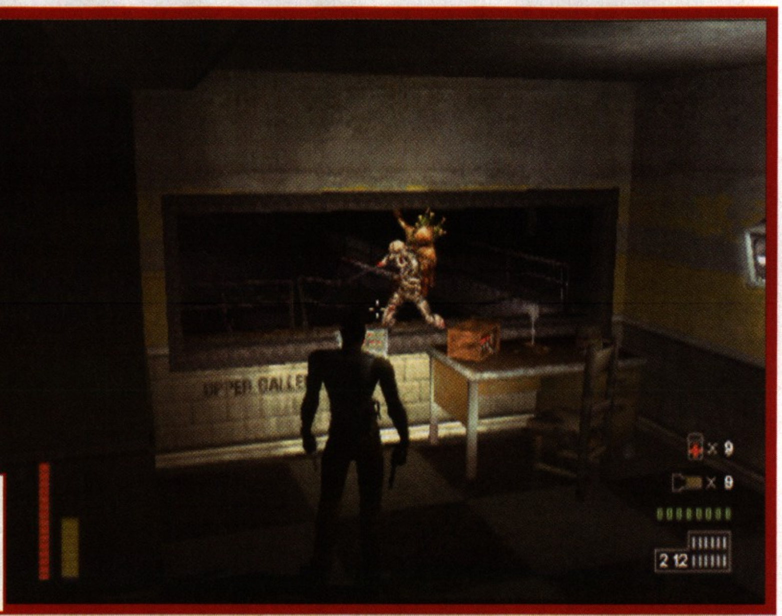
■ The Mainliners have a whole new concept of 'needle exchange' they'd like to show you.

A new prison block, but the nightmare continues. We even get a brand new creature from hell to play with. Joy.

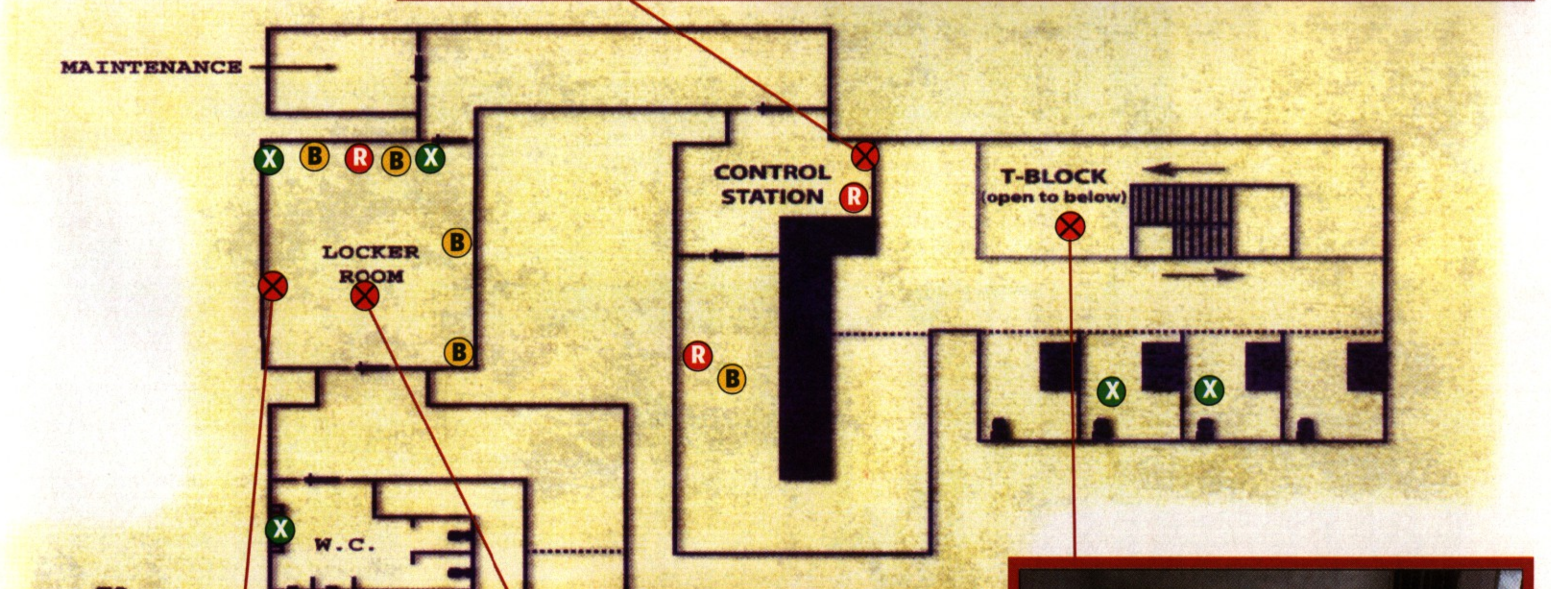
The embodiments of lethal injection, Mainliners are small and weak but fast and evasive. They can disorient you in more ways than one.

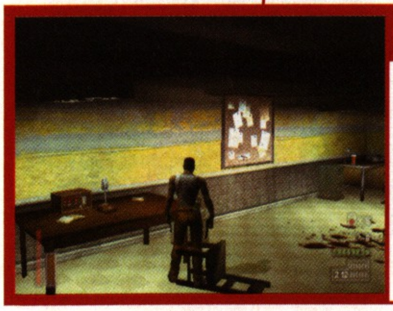
Usually attacking in groups, they can sink into pools of blood on the floor (much like Noosemen in reverse, more about them in a bit) and resurface when and where you aren't expecting them. The needles rammed painfully into their backs and even (eurgh) eyes are filled with a toxic substance which glows in the dark, at least making them easy to spot from a distance. This is important, as they can attack from long range by hurling a needle at you. The needle will leave a glowing green streak of light through the air, so can be dodged. If it hits, in addition to the damage you receive, your vision will blur for a moment, something you can do without in the heat of battle.

They have one more attack, their most dangerous and damaging. Every so often they will leap for you. If they manage to clamber onto you, they will struggle to ram a needle right into your face. Press the buttons like made to shake the little freaks off. ■

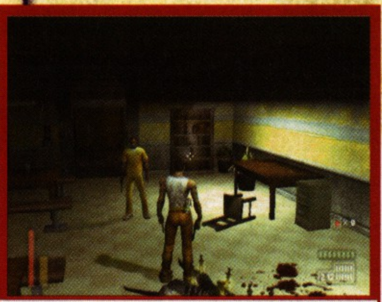


■ This is the very first time you'll see a Mainliner, and it's not promising. On the plus side, it looks like the hell creatures enjoy killing each other. On the down side, Mainliners look absolutely fricking horrible.

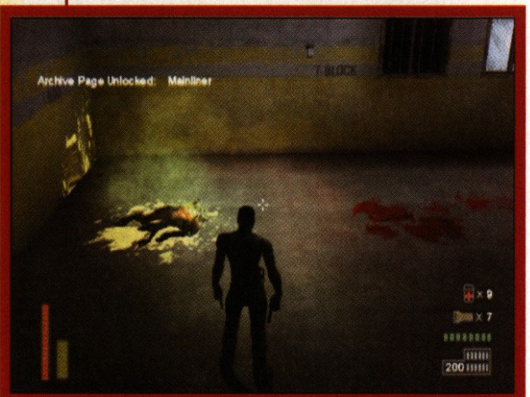




■ Here's the exact spot you'll pick up the latest map. This is, of course, a must-have, otherwise how on Earth will you be able to follow our wonderful walkthrough?



■ In the same room as the map, Dallas (who will follow you even if you block his passage with that crate you moved earlier on – the cunning sod) picks up a Revolver. This is a very good thing, because now he can shoot enemies too, and he's not a bad shot at all.



Archive Page Unlocked: Mainliner

■ Your first squished Mainliner, but certainly not your last. Read the archive page for more background, but don't walk into that gas their corpses give off – it will damage you. Annoying.

E CELL BLOCK NORTH A-Level

■ Decisions, decisions.

The only area in the game which gives you a choice of routes to the next one, each with its own merits.

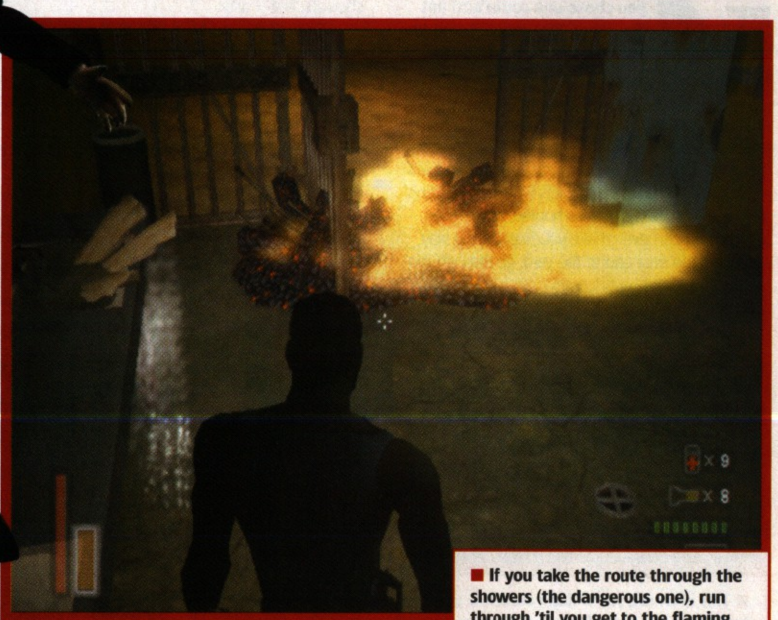
The area has three main points of interest. The first is a moral choice regarding a lily-livered convict who seems to think he can 'wait it out'. The next two are alternate routes through to the E Cell Block Yard. Choose carefully, your life may depend on it.

As you can see by the map, the east-most control station has plenty of good stuff to pick up. However, the only way to get to it is through the shower area. You'll soon learn that Mainliners have an affinity for water when you see them pouring out at you in a never-ending tidal wave of horror. Oh yes.

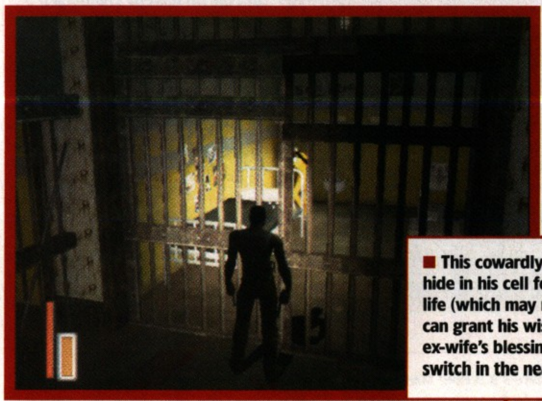
You can run around turning the showers off to stem the tide, but all the while you (and Dallas) will be getting needles shot into you, so it's best to run straight through, and solve the fire puzzle. Alternatively, take the easy way out by shooting the electrical box near the flood. ■

KEY

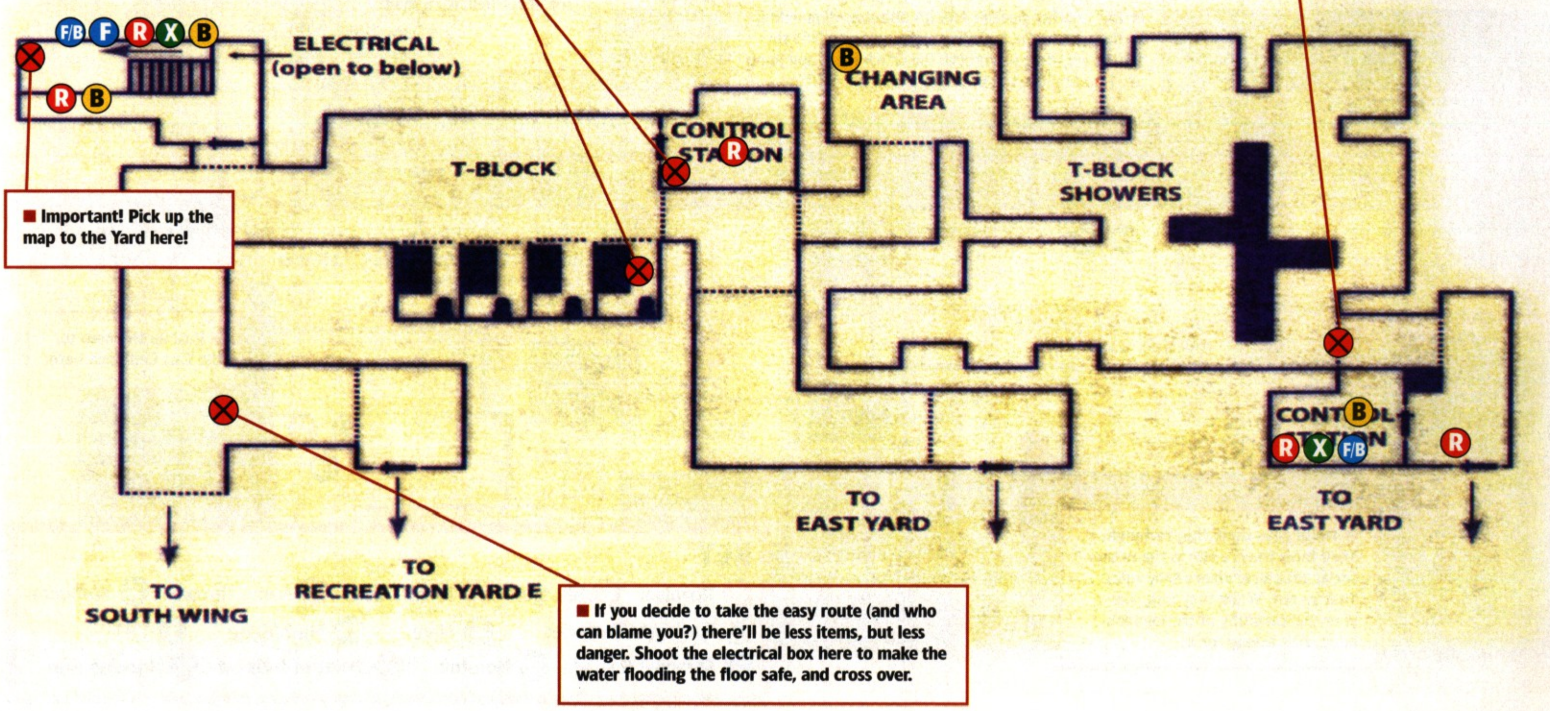
R	Revolver
S	Shotgun
T	Tommy Gun
F	Flame Thrower
X	Xombium
B	Flashlight/Batteries
F	Flare
F/B	Flash/Bang
T	TNT
S	Shrapnel Grenade
M	Molotov
⊗	Point of Interest
MG	Machine Gun



■ If you take the route through the showers (the dangerous one), run through 'til you get to the flaming barrier, then turn the taps on in the blocked sink to flood the floor and extinguish the flames.



■ This cowardly prisoner wants to hide in his cell for the rest of his life (which may not be long). You can grant his wish, and earn your ex-wife's blessing, by pressing the switch in the nearby control room.



■ Important! Pick up the map to the Yard here!

■ If you decide to take the easy route (and who can blame you?) there'll be less items, but less danger. Shoot the electrical box here to make the water flooding the floor safe, and cross over.

E CELL BLOCK YARD

■ All along the watchtower.

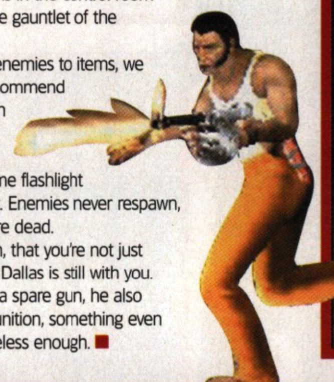
Whichever way you come in, you've got one destination – the watchtower. First, of course, you'll want to scavenge for pick-ups. You jackal.

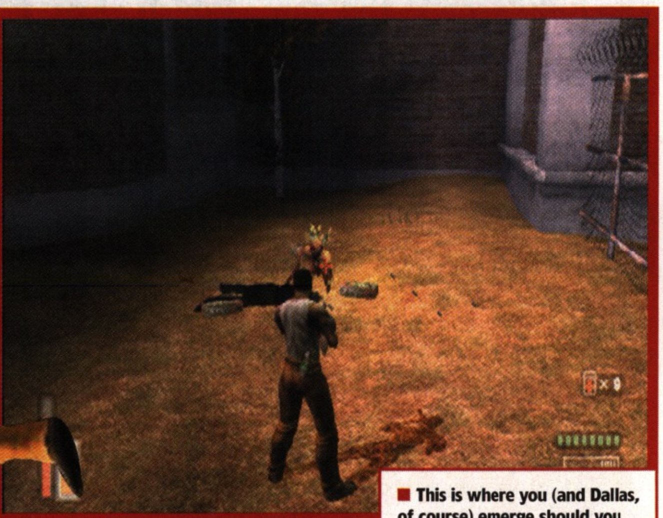
Don't fret, you don't have to miss anything out just because you chose one route and not the other. You can still pick up everything from both routes, if you want to bother.

If you chose the easy route across the not-going-to-electrocute-me-any-longer water, you'll end up at the west end of the yard. You'll have to move through a series of fenced in areas, and will encounter some angry convicts who clearly aren't relishing their new status as hunted, rather than hunter. You can even make your way all the way across to the east end of the yard, go through the door, and get to the items in the control room without having to run the gauntlet of the showers, first – nifty.

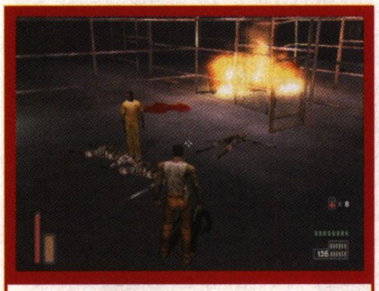
Given the ratio of enemies to items, we would almost always recommend fighting a little more than you'd like, if there is some Xombium or ammo, or better still some flashlight batteries at the end of it. Enemies never respawn, once they're dead they're dead.

Remember, though, that you're not just keeping yourself alive – Dallas is still with you. Not only is he useful as a spare gun, he also never runs out of ammunition, something even you can do if you're careless enough. ■

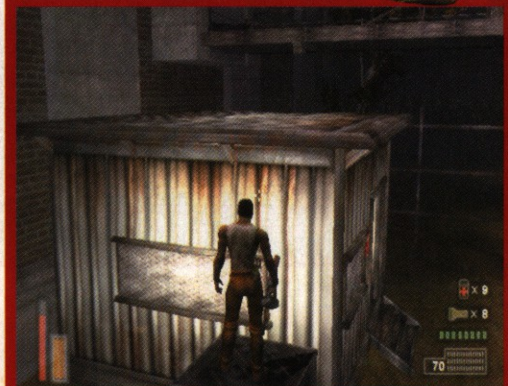


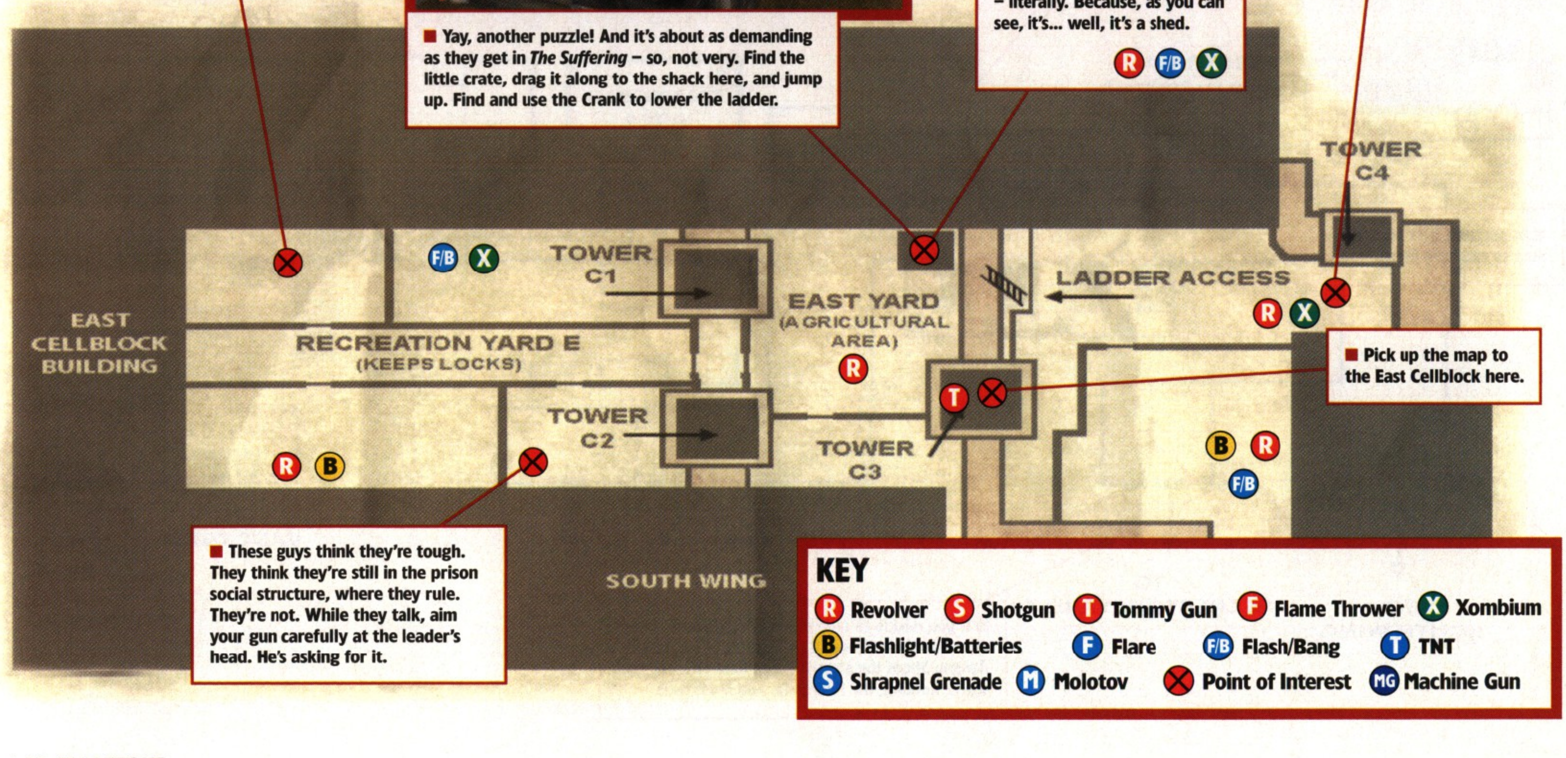


■ This is where you (and Dallas, of course) emerge should you choose to brave the showers – always a dangerous place in a prison, never more so than when you get attacked by six million pale creatures with glowing needles for eyes who want to inject you with their special green juice...



■ This is where you'll find yourself if you took the easy route from the last area, via the electrified water that you render safe by shooting the nearby electrical box. Keep your eyes peeled for those prisoners.





■ Yay, another puzzle! And it's about as demanding as they get in *The Suffering* – so, not very. Find the little crate, drag it along to the shack here, and jump up. Find and use the Crank to lower the ladder.

■ There's a whole shedload of items to be scooped up in here – literally. Because, as you can see, it's... well, it's a shed.

R F/B X

■ Pick up the map to the East Cellblock here.

■ These guys think they're tough. They think they're still in the prison social structure, where they rule. They're not. While they talk, aim your gun carefully at the leader's head. He's asking for it.

KEY

R	Revolver
S	Shotgun
T	Tommy Gun
F	Flame Thrower
X	Xombium
B	Flashlight/Batteries
F	Flare
F/B	Flash/Bang
T	TNT
S	Shrapnel Grenade
M	Molotov
⊗	Point of Interest
MG	Machine Gun

E CELL BLOCK SOUTH B-Level

Beautiful south.

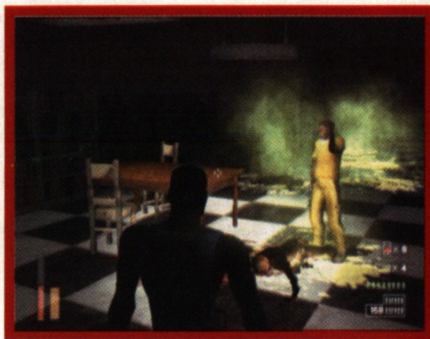
You'll enter and re-enter this map periodically, as you enter and leave the level below, which is larger, more exciting, and generally has more stuff going on.

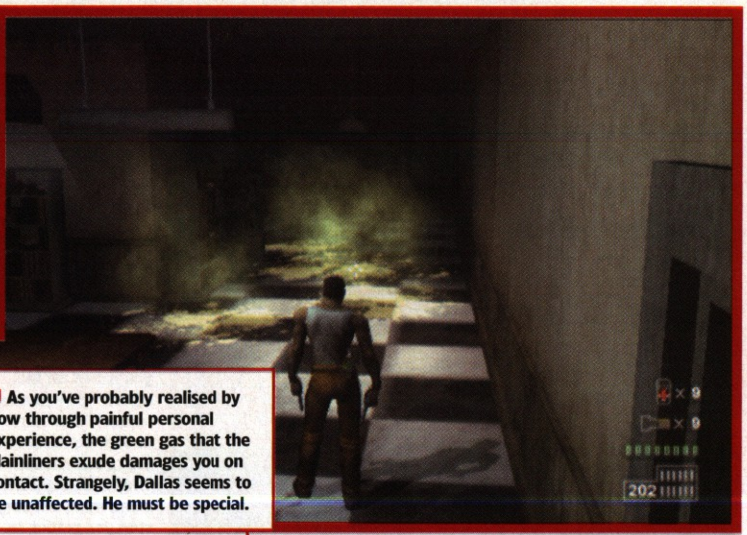
Like many of the maps in *The Suffering*, you won't have one chapter, one map, complete it and move on. You'll find yourself doubling back often, so keep that it mind.

Dallas is still hanging around like a bad smell, assuming you haven't shot him on suspicion of being a fake person in a computer game who isn't real so needn't provoke any feelings of guilt upon dying messily at your hands .

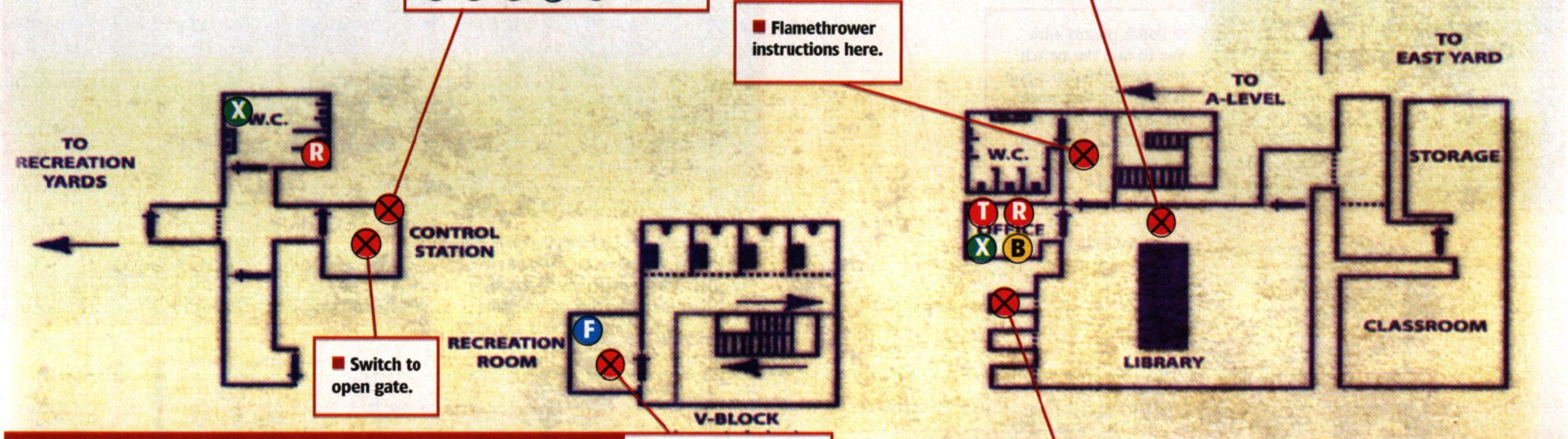
Er, anyway. Keep him safe if that is, indeed, your goal, and watch out for those inevitable moments when he steps confidently into your line of fire then complains bitterly about the fresh bullet holes in his leg.

There are two particularly important points in this map, the hole through which you get the drop on the merciless Hargrave, and the control room which gives Dallas his taste of freedom. Of course, the gate mysteriously blows up immediately after he gets through, so you can't follow him – or the game would immediately end, and that wouldn't be any fun, now would it? ■





As you've probably realised by now through painful personal experience, the green gas that the Mainliners exude damages you on contact. Strangely, Dallas seems to be unaffected. He must be special.

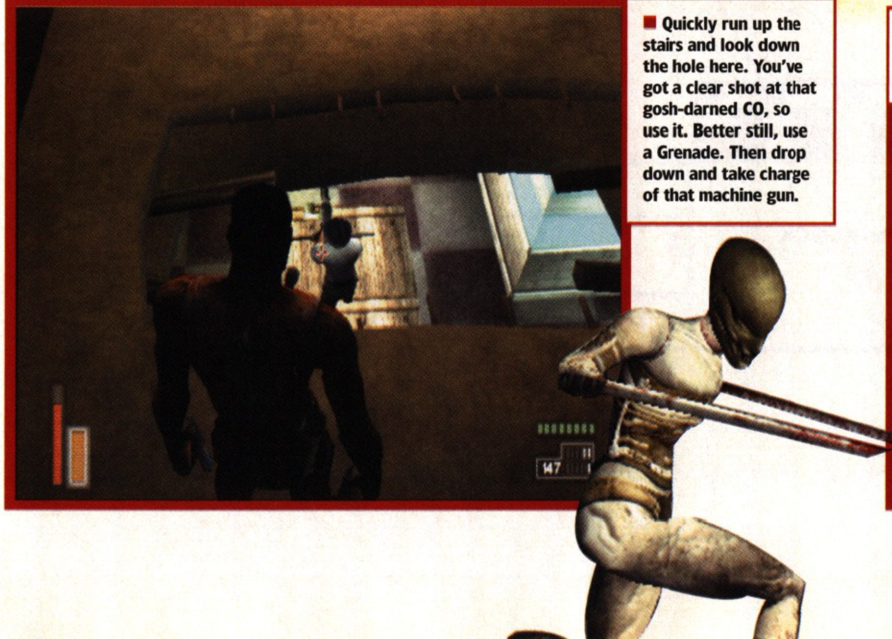


Along with more items than you can possibly imagine (nearly), pick up the map to the next area here.

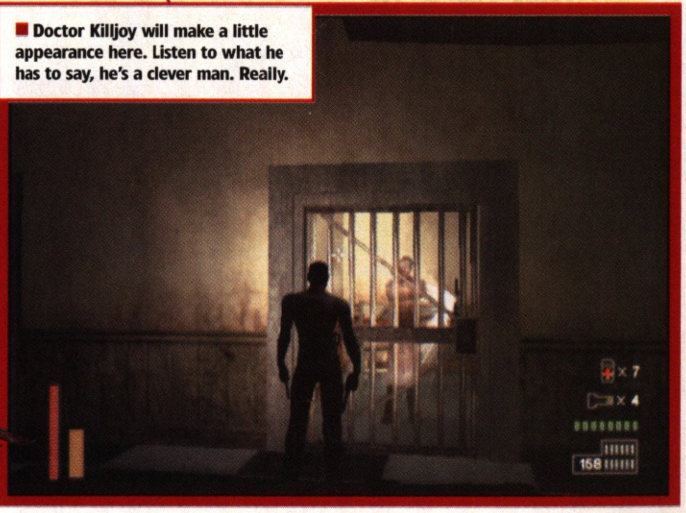
F/B T B X R

Flamethrower instructions here.

Switch to open gate.



Quickly run up the stairs and look down the hole here. You've got a clear shot at that gosh-darned CO, so use it. Better still, use a Grenade. Then drop down and take charge of that machine gun.



Doctor Killjoy will make a little appearance here. Listen to what he has to say, he's a clever man. Really.

E CELL BLOCK SOUTH A-Level

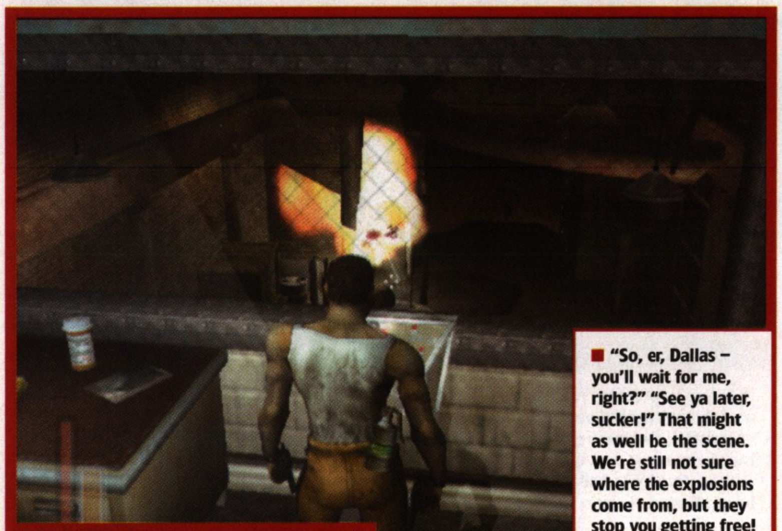
■ Machine gun? Yes please.

Enough of these sissy little pea-shooters, it's time for a real man's gun. Something big, noisy, and so heavy it has to be bolted to the floor. Yeah, that's the ticket. Magically, it will never run out of ammo, too.

Up until now you haven't had to deal with too many monsters at once, and certainly not many human foes. This is all about to change, in a bloody and dramatic fashion. Roll up your sleeves, it's time to rock this jailhouse.

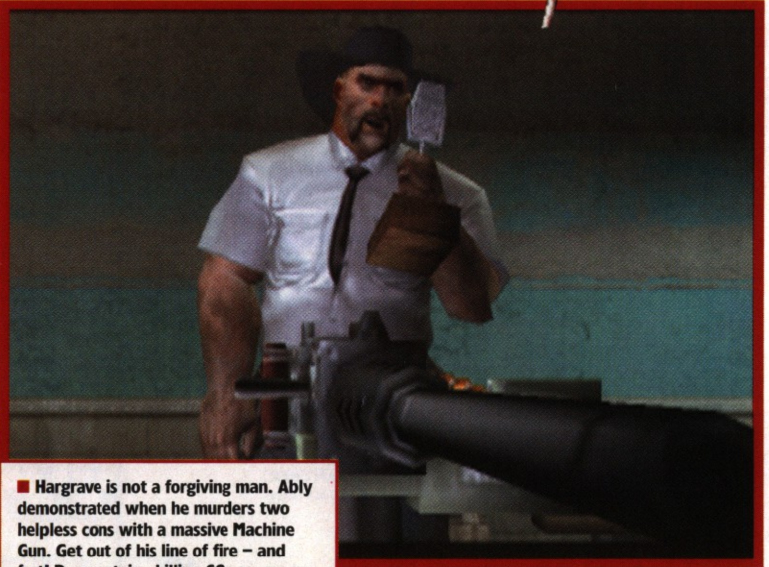
Seeing those prisoners strung up should have set your Spidey sense tingling, but if you thought you could save them and live happily ever after, perhaps you're playing the wrong game. That's not how it works here.

As soon as you hit the V-Block, your health can wither away to nothing without warning just from the sheer amount of bullets headed your way. Head to safety by running up the stairs and out of range, and make sure you keep Dallas alive. Time to requisition that machine gun. Oh yeah. ■

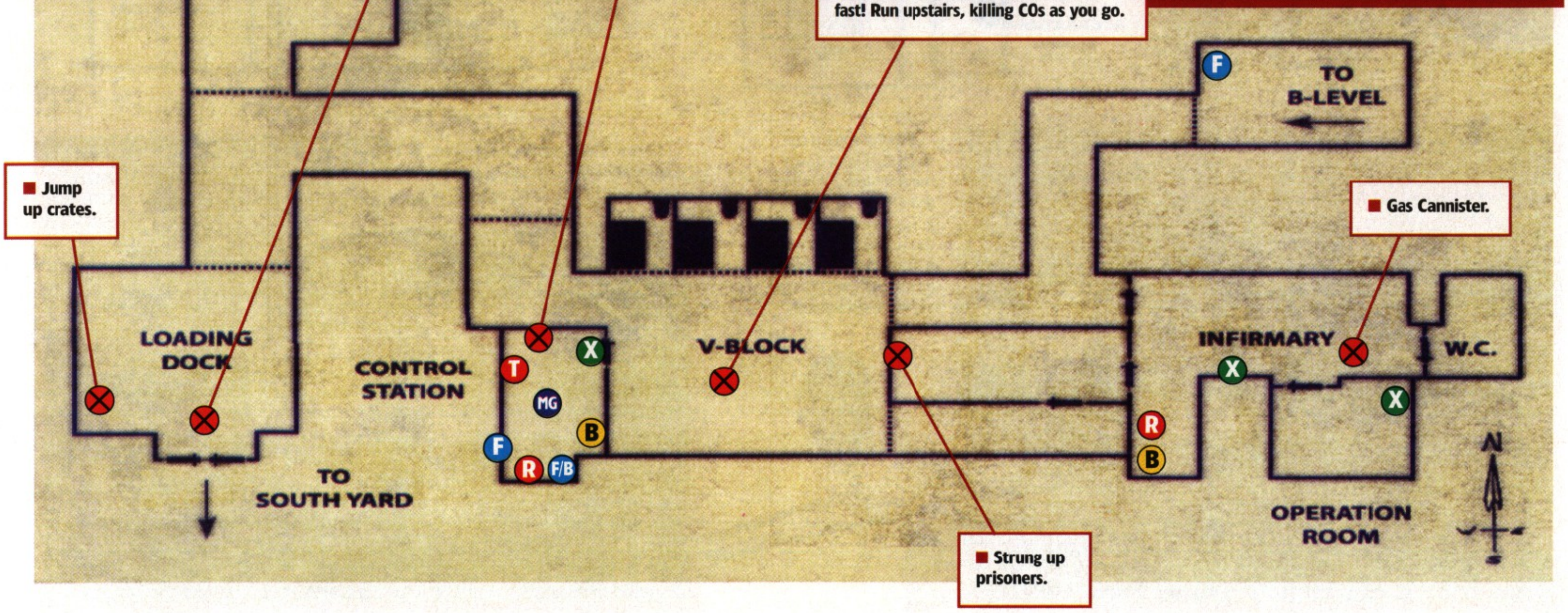


■ "So, er, Dallas – you'll wait for me, right?" "See ya later, sucker!" That might as well be the scene. We're still not sure where the explosions come from, but they stop you getting free!

■ Dallas pleads with you to find the switch that opens the gate and let him out. He'd never make it, he says. Bah. Better do as he says if you want the 'good' ending. If not – screw it.



■ Hargrave is not a forgiving man. Ably demonstrated when he murders two helpless cons with a massive Machine Gun. Get out of his line of fire – and fast! Run upstairs, killing COs as you go.



■ Jump up crates.

■ Gas Cannister.

■ Strung up prisoners.

RECREATION YARDS

■ Recreation in your own image.

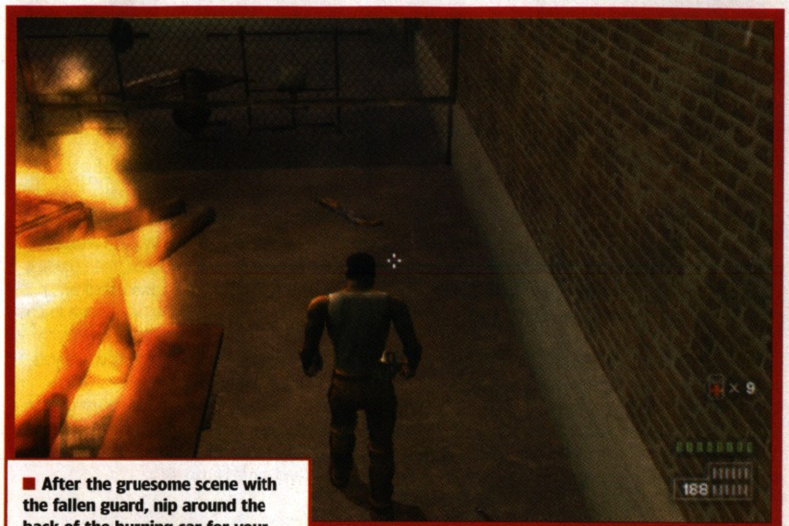
It may look baffling, and it kind of is, but that's only because you end up coming back here later in the game. Three times, in fact.

The first time you make your way through the Recreation Yard, keep one thing firmly in mind "Walk into the light!" It will save your life. Probably. We shouldn't still have to tell you to keep hunting out all the items we can, should we? No, thought not. Besides which, they're all marked down on our wonderful maps, so you've got no excuse for missing any.

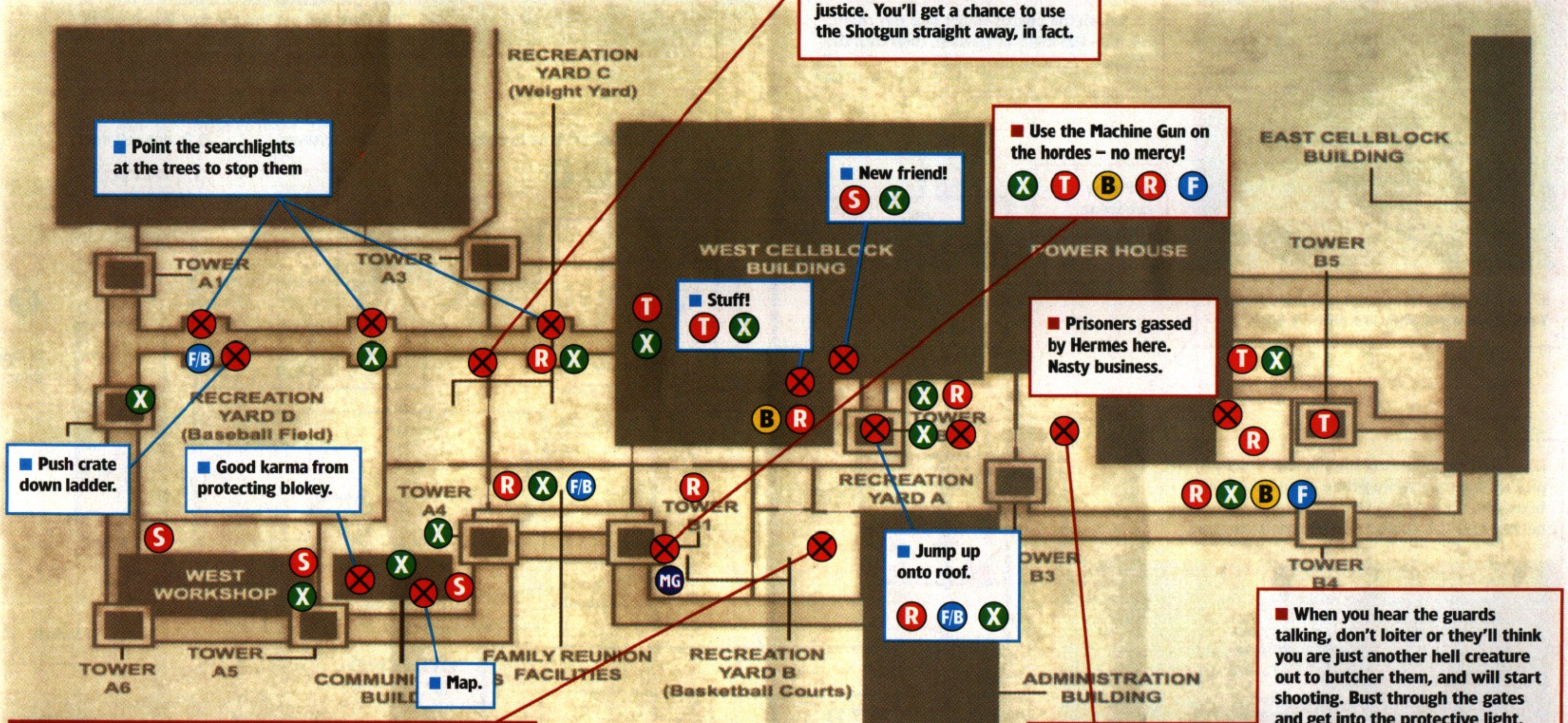
There are two guards up top who, aside from a rocky start where they think you're a Slayer, will shine their spotlights onto the ground at regular intervals. These are oases of peace for you, as if you stand inside them you will be (almost completely) safe from Slayers. Marksmen are a different matter altogether, and still need to be dealt with in the usual fashion, i.e. blowing them into dog food.

The second time you find yourself here, it's under quite different circumstances. You will meet a terrified guard, and have the option of helping him escape. This involves a variation of the burn-the-Slayers-with-light tactic of before. You will run along a gantry lined with searchlights. Slayers will leap from the trees, and to protect your new friend you'll have to nip behind the lights and point them at the trees, stopping them dead.

Once you're safely at the end, drag and drop the crate down the ladder, and it's a short jaunt to the Communications building, and his gratitude ■



■ **After the gruesome scene with the fallen guard, nip around the back of the burning car for your first taste of double-barrelled justice. You'll get a chance to use the Shotgun straight away, in fact.**


RECREATION YARD C (Weight Yard)
EAST CELLBLOCK BUILDING
TOWER A1
TOWER A3
WEST CELLBLOCK BUILDING
POWER HOUSE
TOWER B5
RECREATION YARD D (Baseball Field)
TOWER B2
RECREATION YARD A
TOWER A4
TOWER B1
WEST WORKSHOP
TOWER B3
TOWER B4
TOWER A5
TOWER A6
COMMUNI BUIL
FAMILY REUNION FACILITIES
RECREATION YARD B (Basketball Courts)
ADMINISTRATION BUILDING

■ **Point the searchlights at the trees to stop them**

■ **New friend!** S X

■ **Use the Machine Gun on the hordes – no mercy!** X T B R F

■ **Stuff!** T X

■ **Prisoners gassed by Hermes here. Nasty business.**

■ **Push crate down ladder.**

■ **Good karma from protecting blokey.**

■ **Jump up onto roof.** R F/B X

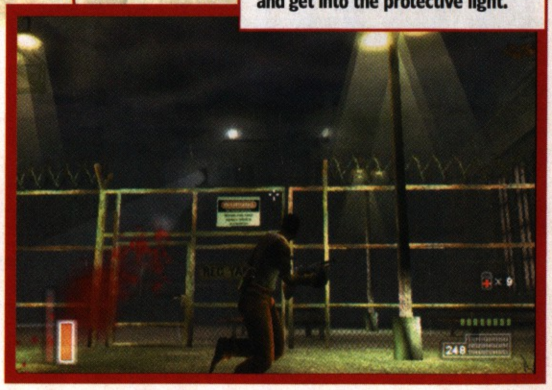
■ **Map.**

■ **When you hear the guards talking, don't loiter or they'll think you are just another hell creature out to butcher them, and will start shooting. Bust through the gates and get into the protective light.**

■ **The beams for the searchlights set Slayers on fire on contact, saving you ammo and giving you the perfect chance to break out the marshmallows and have a jolly old sing-a-long. They take a few seconds to die, so steer clear 'til then.**

KEY

R Revolver
S Shotgun
T Tommy Gun
F Flame Thrower
X Xombium
B Flashlight/ Batteries
F Flare
F/B Flash/Bang
T TNT
S Shrapnel Grenade
M Molotov
⊗ Point of Interest
MG Machine Gun



WEST CELL BLOCK

■ Just hanging around.

It's been a while, but finally a new enemy shows his ugly face. The good news is that he's pretty weak, and not much of a threat. The bad news is that he's really bloody annoying.

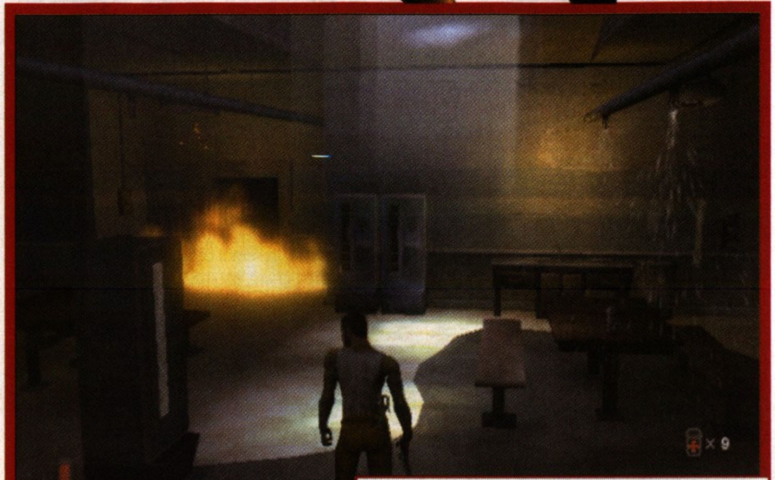
As you can see, there are an awful lot of items to pick up, in total, and – more worryingly – an awful lot of people hanging from the ceiling, often without legs.

This is the other level which lets you leave through the route, or in this case hole, of your choice. Before all that, however, there's a new enemy to become acquainted with.

The Nooseman is, it's safe to say, the most ineffectual of all the enemies you face. It drops from a patch of blood in the ceiling (so you can see them coming before they've even attacked), grabs hold of you, chokes you a bit, then scuttles back up the rope made of its own intestines.

A couple of Shotgun blasts is enough to end their misery, but they can be a little bit tricky to target and will vanish rapidly, so don't waste your ammo through pure annoyance.

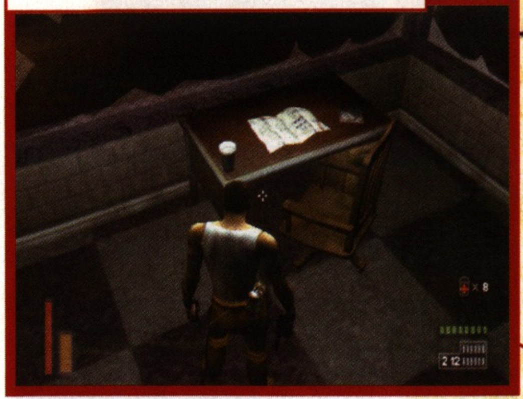
When you leave this level, you must choose a hole. They all end up in the same place, so there's not much difference, although some will hold more enemies (and more items). ■

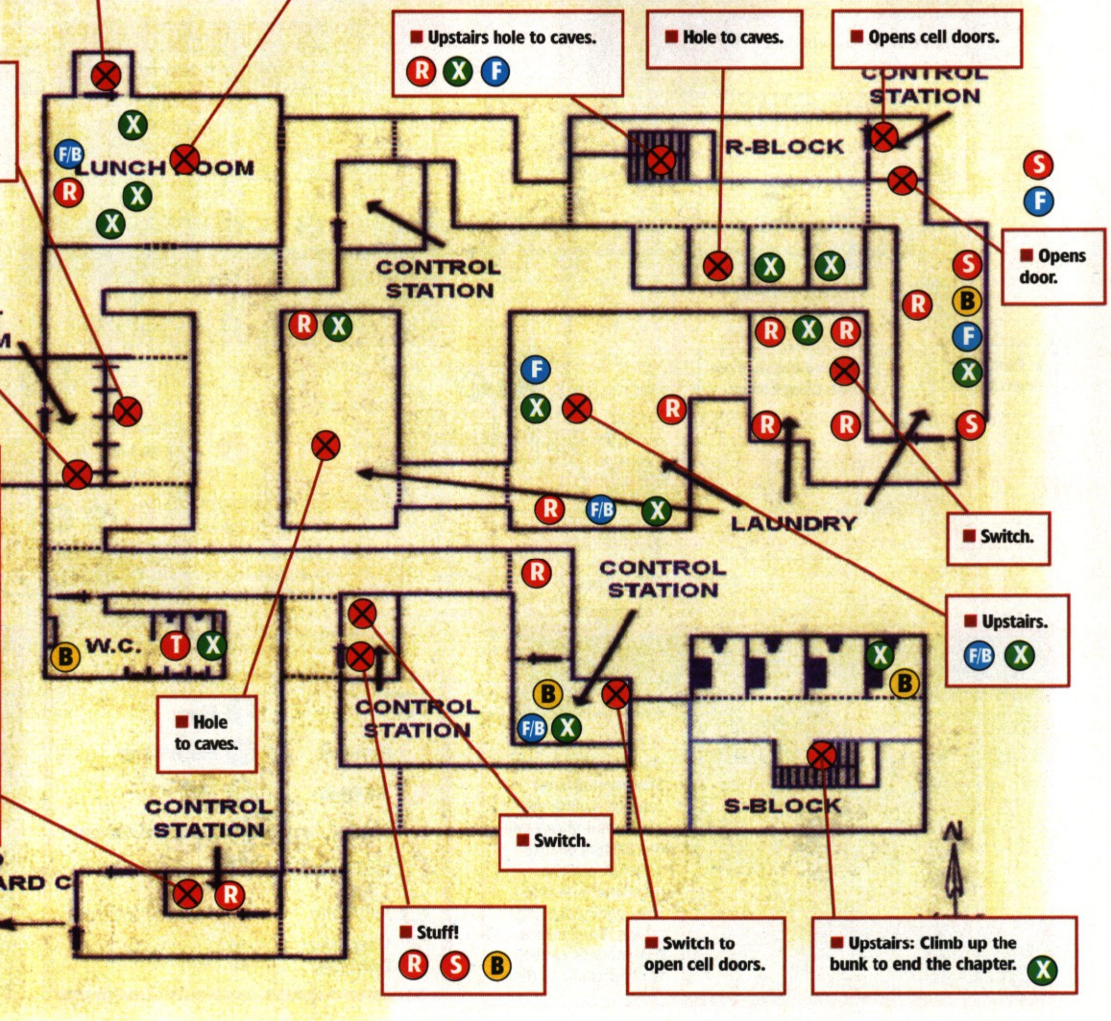


■ Turn the crank to activate the sprinklers (surely they should have been on already?) then drag the vending machine over the drain to flood the floor and put out the fire. Puzzle-tastic.

■ The very first Nooseman is sighted here. Yoinks! However, they are pitifully easy.

■ It might sound patronising to say "Oh yeah, and pick up the map while you're there," but it only takes one missed map to make your life even more hellish, and this guide much less useful to you.





■ Smash the boards to get into this room, pick up the items as needed, then turn the crank to activate the sprinklers. S F/B

■ Phone cut-scene triggers Slayer attack.

■ Upstairs hole to caves. R X F

■ Hole to caves.

■ Opens cell doors.

■ Opens door.

■ Switch.

■ Upstairs. F/B X

■ Hole to caves.

■ Switch.

■ Stuff! R S B

■ Switch to open cell doors.

■ Upstairs: Climb up the bunk to end the chapter. X

QUARRY SOUTH

■ Enemy mine.

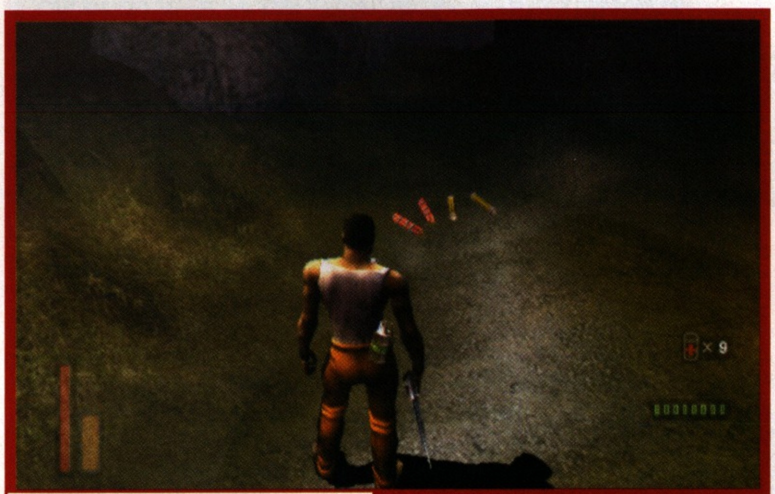
The great outdoors turns out to be just as dark, dingy, and downright deadly as the great indoors. Were you expecting anything else?

Prisoners excavated this quarry back when the prison was first built. It's likely they didn't enjoy the experience all that much. Hence the murderous undead creatures.

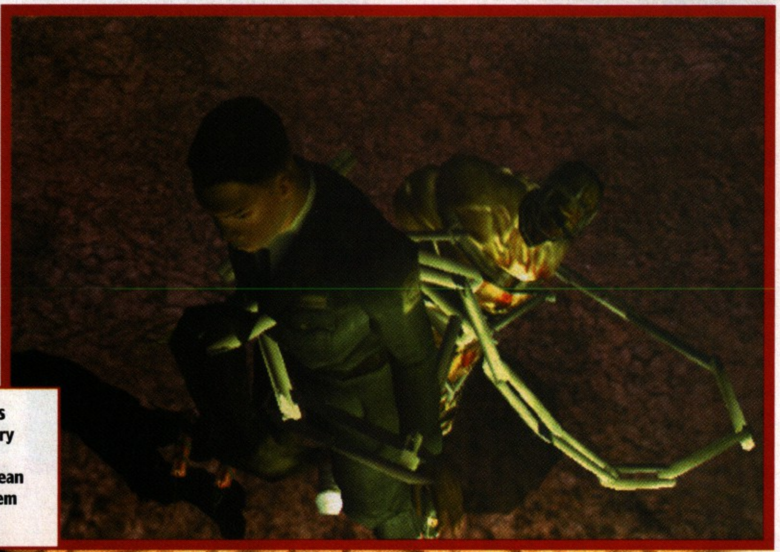
The path from the prison to the Quarry is short, but inadequately mapped (reverting back to that not-very-detailed Carnate Island map), so for instructions on how to get here, don't forget to check the walkthrough text at the beginning of this guide – page 32 to be exact. Made it? Good.

Another new enemy is unleashed upon the island here – and so soon after the Noosemen, why Midway, you're spoiling us!

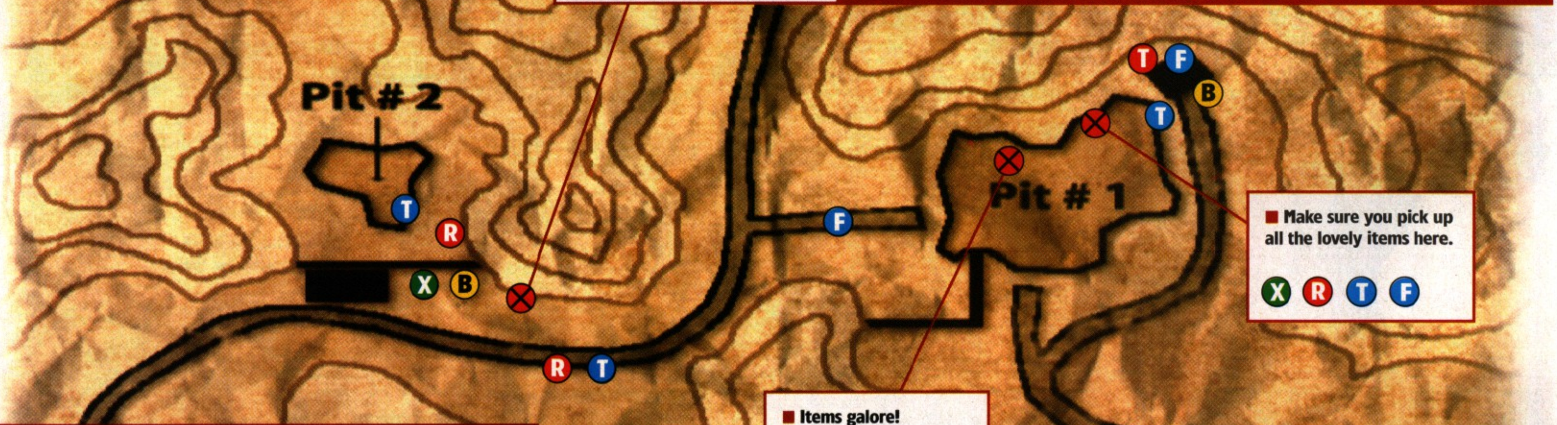
The Burrower detects by sound, and tunnels through the ground (at which point it is invulnerable to damage) until it decides to surface and attack with it's flail-like chains (at which point it is not). They love to pop up in random places, so make good use of the right analogue stick and try to keep their earth trails in view so you don't get surprised. They don't take too many hits, luckily, but do bury themselves again quite quickly. ■



■ **Ooh look, a new toy to play with! The red sticks are TNT, and like everything else the amount you can hold at one time is severely limited. Might as well use 'em, eh?**



■ **Burrowers are a little less lethal than their introductory cut-scene would have you believe, but that doesn't mean you shouldn't terminate them with extreme prejudice.**



■ **Make sure you pick up all the lovely items here.**

X R T F

■ **Items galore!**

S B F/B

Archive Page Unlocked: The Quarry

■ **Explosives litter the area, which is generally speaking a good thing. Feel free to check the map and use the TNT if you know you'll be picking more up in a second**

KEY

R Revolver
S Shotgun
T Tommy Gun
F Flame Thrower
X Xombium
B Flashlight/Batteries
F Flare
F/B Flash/Bang
T TNT
S Shrapnel Grenade
M Molotov
☒ Point of Interest
MG Machine Gun

QUARRY North

Light the blue touchpaper...

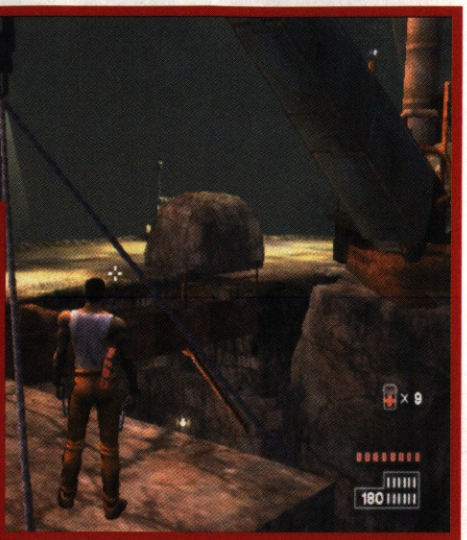
Free at last of those oppressive grey walls! Now you've got oppressive brown walls, so much better. Don't relax just because you're out of the prison, the worst is yet to come...

Torque gets hold of some heavy machinery, with predictably destructive consequences. Time to take this escape attempt underground.

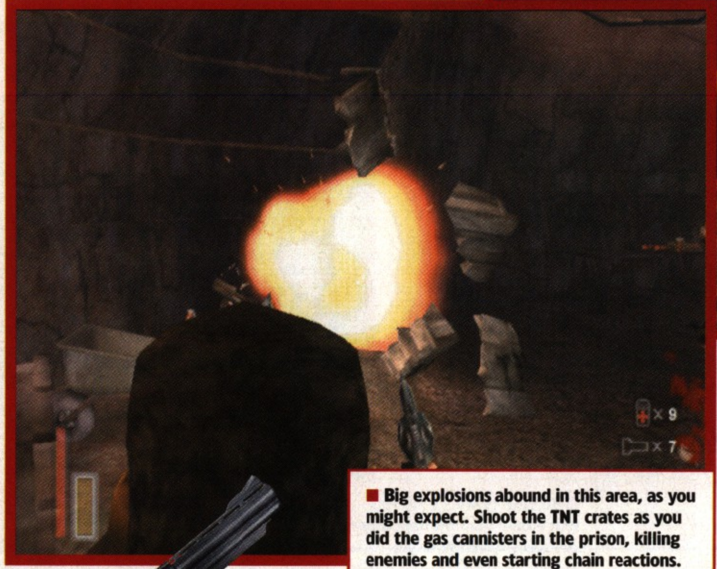
There are a couple of little moments where it's easy to get stuck on something apparently obscure but in actuality obvious and/or straightforward in this level, so don't worry, just check the map to see where you might be needed next.

At several points along the way you'll need to activate machinery or devices of some kind or another, either detonators or giant cranes. You operate them basically the same way you operate anything else, with the good ol' ⊗ button.

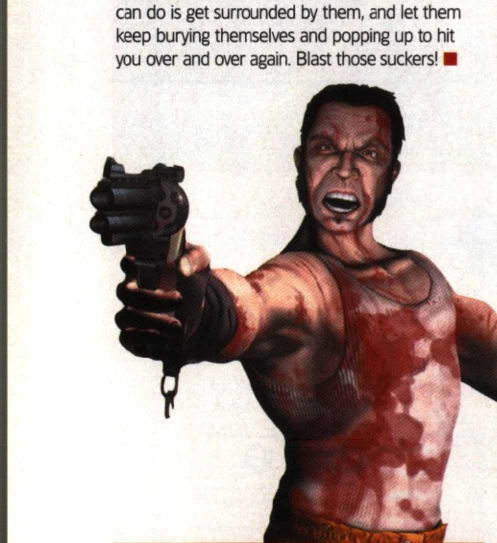
Keep an eye out for Burrowers, or rather an ear – you can usually hear them before you see the tell-tale disturbed earth. The worst thing you can do is get surrounded by them, and let them keep burying themselves and popping up to hit you over and over again. Blast those suckers! ■

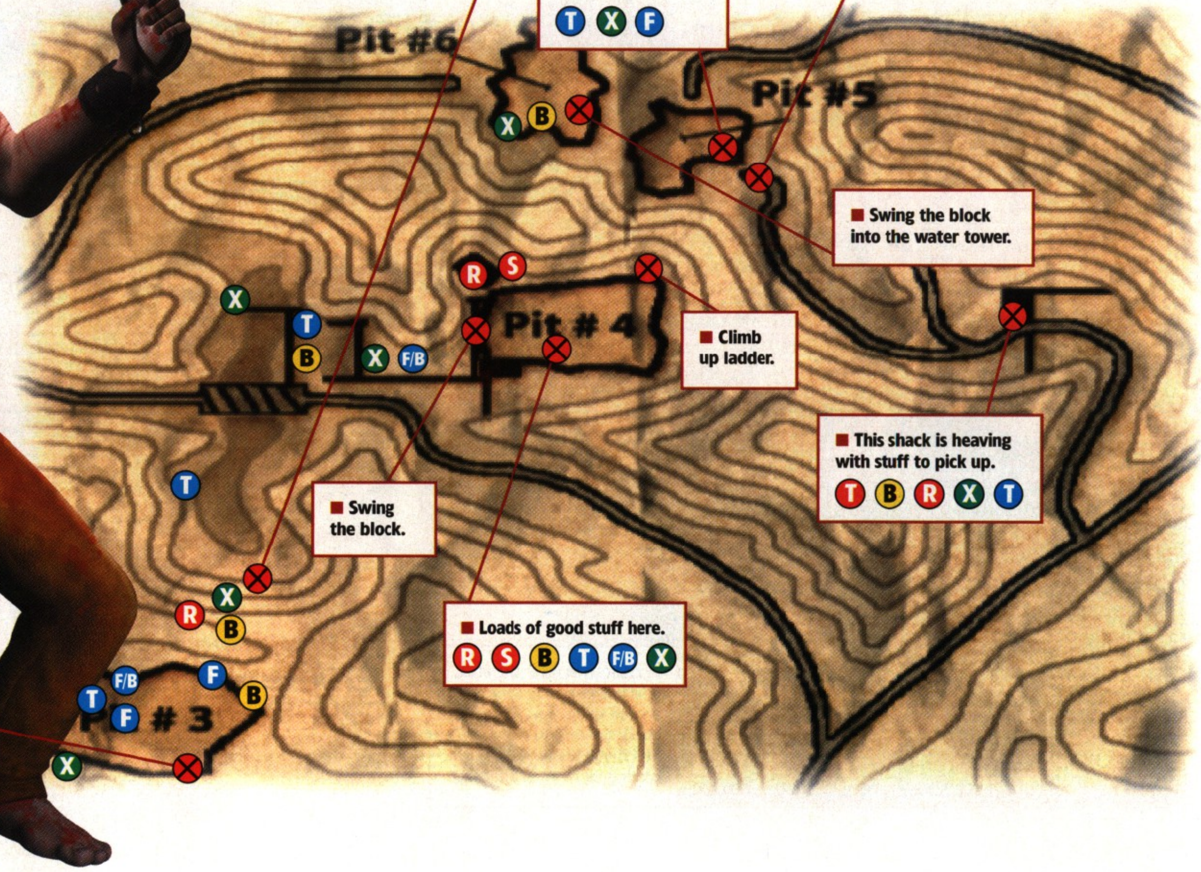


If you're going for the 'good' ending, swing the stone block to the right until it forms a bridge over which the stranded convict can escape, then back to the left, forming a bridge for you to use.



Big explosions abound in this area, as you might expect. Shoot the TNT crates as you did the gas cannisters in the prison, killing enemies and even starting chain reactions.





Use the detonator here – big boom!
T X F

Swing the block into the water tower.

Climb up ladder.

This shack is heaving with stuff to pick up.
T B R X T

Swing the block.

Loads of good stuff here.
R S B T F/B X

See that? That's a detonator. Logical enough, given the setting. Clear the boxes around it (be careful of the ones that explode) and use it to create a path onwards through the level.

ASYLUM 1st Storey

■ Doctor knows best.

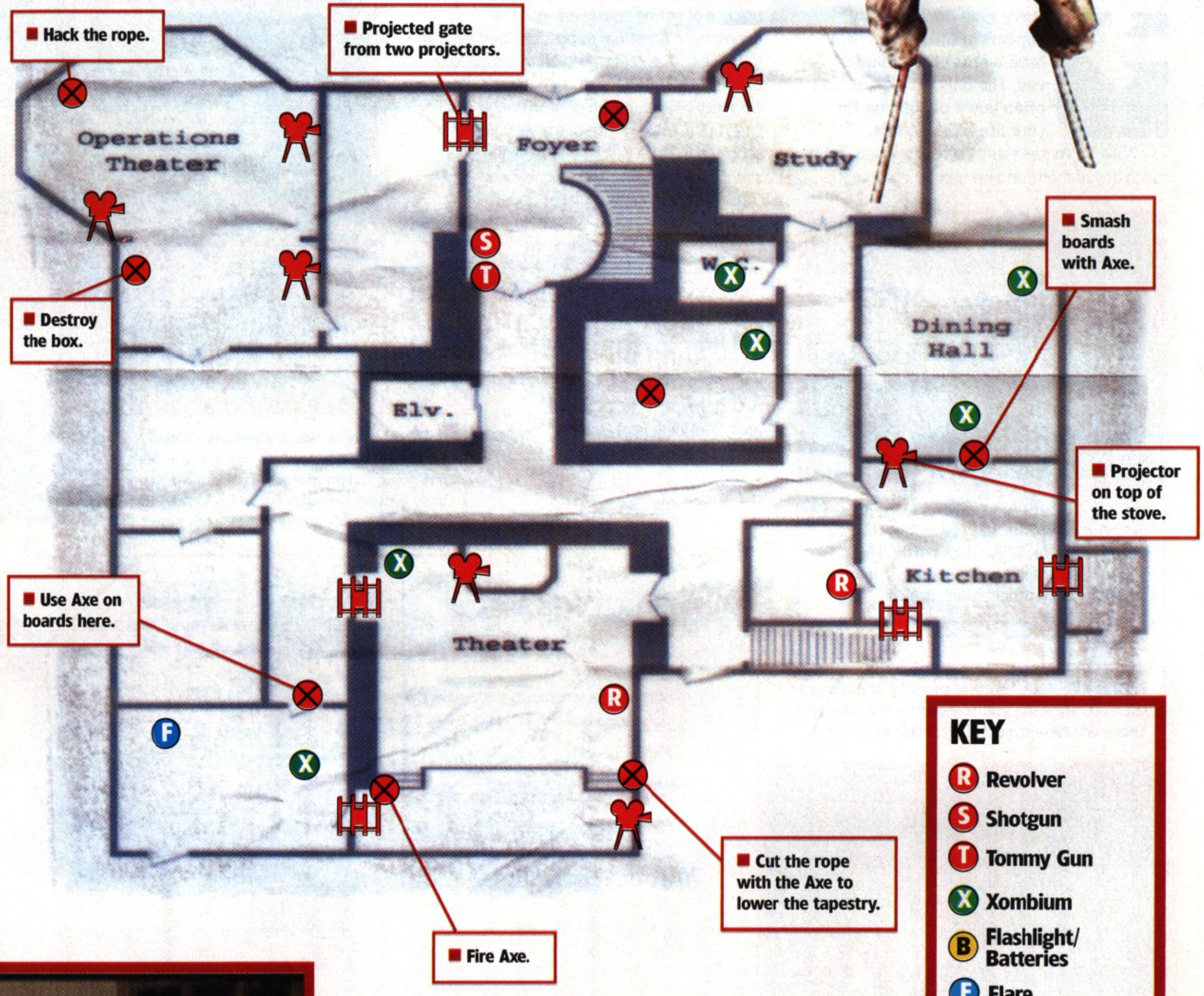
The Asylum introduces a new puzzle element which is slightly more demanding than usual, but as easy as pie when you follow our simple instructions.

You've seen Doctor Killjoy plenty of times before, but now he's really in his element. As ever, he only exists when there's a physical projector beaming him into space, but this time the projectors can a) project barred gates that prevent you entering certain important doors and b) be destroyed if you hunt them out.

More than any other level so far, there's a real danger that you could run out of Flashlight Batteries here. There aren't all that many to find and pick up, and it's easy to get lost, especially in the coal cellars.

When you finally get to the boss fight, ignore the Slayers and just destroy the projectors. There's also a rope to cut and an electrical box to destroy, as you can see. ■

Did you really think it couldn't get any creepier than that blood-soaked prison? Shame on you. The Asylum is a place of not only death, but madness.

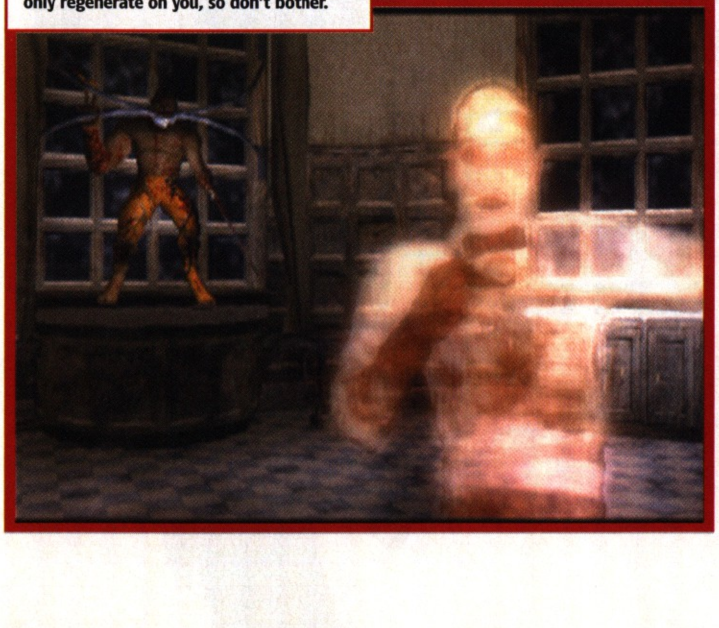

■ Hack the rope.
■ Projected gate from two projectors.
Operations Theater
Foyer
Study
W.C.
Dining Hall
Elv.
Kitchen
Theater
■ Smash boards with Axe.
■ Destroy the box.
■ Projector on top of the stove.
■ Use Axe on boards here.
■ Cut the rope with the Axe to lower the tapestry.
■ Fire Axe.
S
T
X
R
F

KEY

- Ⓡ Revolver
- Ⓢ Shotgun
- Ⓣ Tommy Gun
- Ⓧ Xombium
- Ⓑ Flashlight/ Batteries
- Ⓕ Flare
- F/B Flash/Bang
- Ⓢ Shrapnel Grenade
- ⊗ Point of Interest
- Projector
- Projected gates

■ Once you've rid yourself of that know-it-all doctor, activate the arcane machine in the middle, stand in the beam, charge yourself up and hurl a ball of energy at the beast. Then jump through the window.

■ Somewhat surprisingly, for a boss battle, neither the good doctor or your alter ego there will lift a finger to hurt you. The Slayers, of course, will. Kill them, and they only regenerate on you, so don't bother.



■ These gates are projected by machines that are often hidden behind walls, and need to be hunted out and destroyed. Be thorough!

ASYLUM 2nd Storey

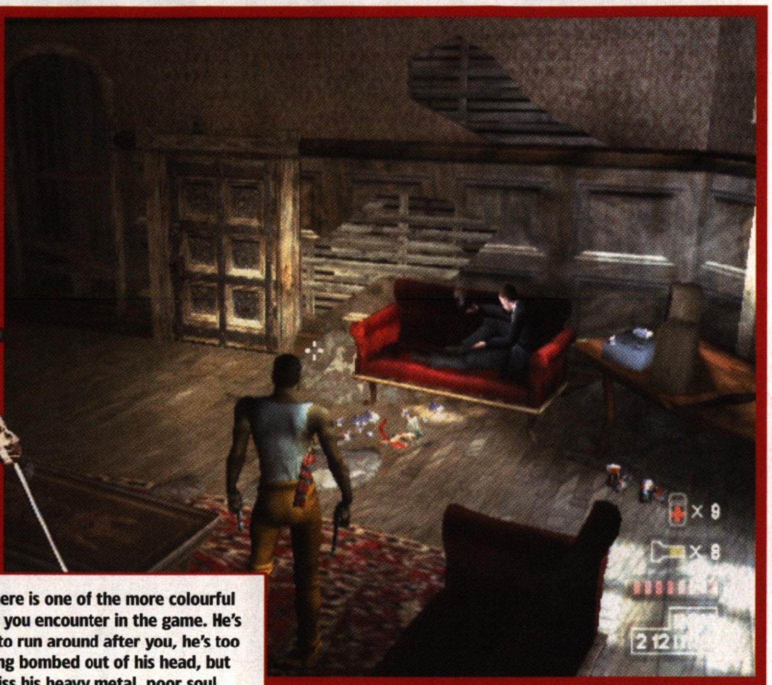
■ The first step on the road to recover is... bloodshed, apparently.

If you really think about it, maybe the beast is the real Torque, and the human version is the dream. Nah, balls to that.

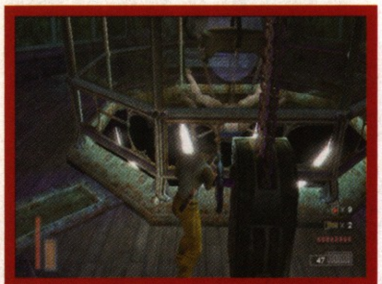
Every time Doctor Killjoy appears in the Asylum he'll have words of wisdom for you. The only problem is that often you'll be fighting for your life as he natters.

Still, he makes some interesting points if you catch any of them, and we heartily endorse the practice of getting as immersed in the atmospheric backstory as possible. We'd even go so far as to discourage over-using this guide (as brilliant as it is). Playing through with ruthless efficiency will get the job done in double quick time, but at the expense of the tension and spooky ambience which, after all, is the strength of the game and probably why you bought it in the first place.

A good example is Sergei. He will talk your ear off if you let him, and has some interesting things to say. Just remembering to turn your Flashlight off while you listen, or you'll run out of juice. And in this place, that's a really, really bad idea. Trust us. ■

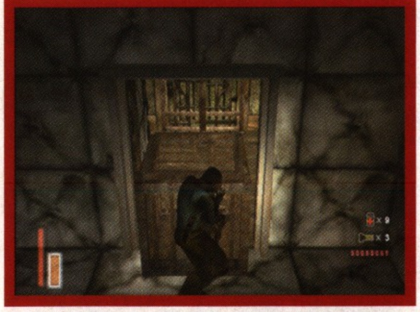


■ **Sergei here is one of the more colourful characters you encounter in the game. He's not going to run around after you, he's too busy getting bombed out of his head, but he does miss his heavy metal, poor soul.**

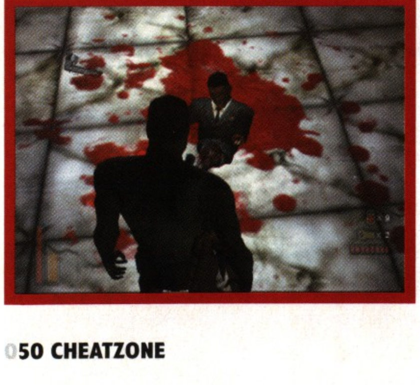


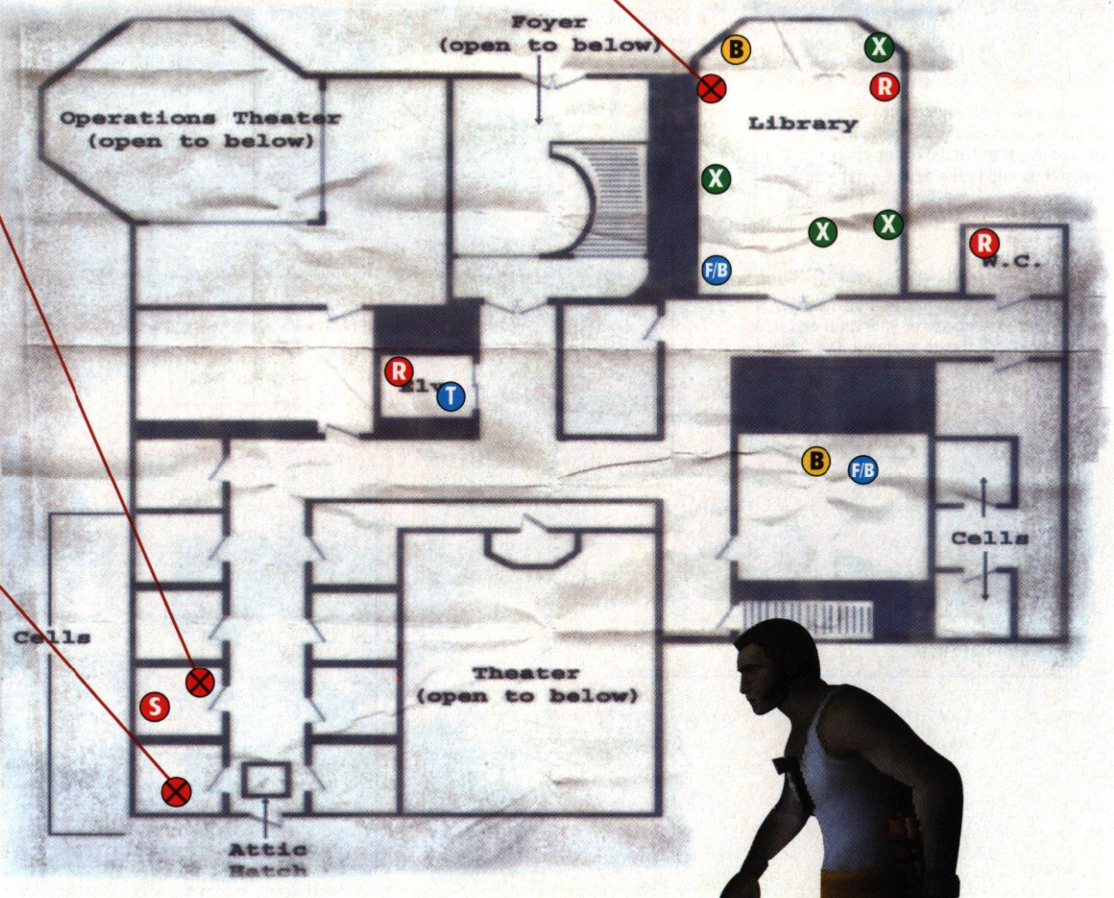
■ **Up in the attic, you need to lower this machine down into the operations theatre, for use later on in the boss battle. The Slayers and Mainliners who appear here will fight each other, which is nice.**

■ **Drag the crate into the corridor and along to the end, allowing you to jump up into the attic. There are two projectors to trash up there.**



■ **Who knows how he's still alive, but he really is. Gruesome. He doesn't actually ask you to kill him, but do so anyway, as an act of mercy.**

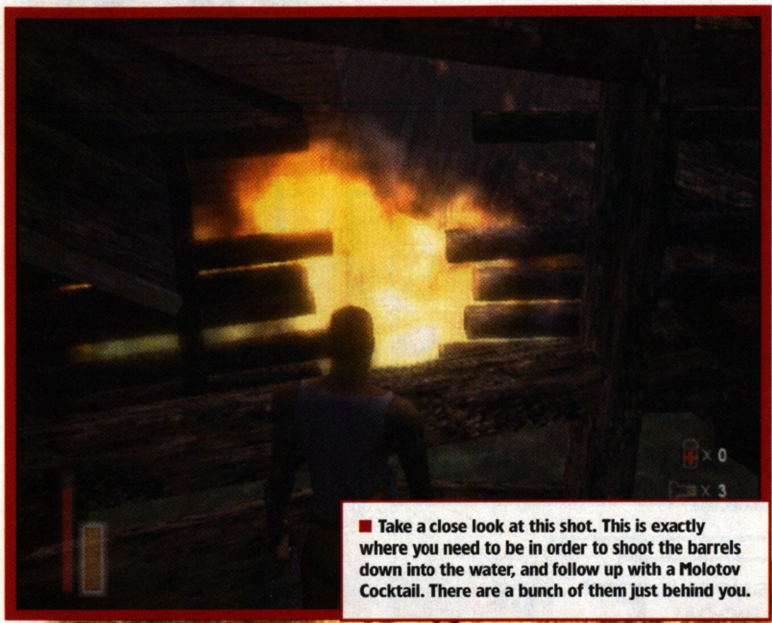




CLEM'S BEACH MAP

■ Clem's also the guy who writes the archives.

Look it at. Just look at it. Call that a map, Clem? You ought to be ashamed of yourself. One thing's for sure, he was no cartographer in his life before prison. Better than nothing though, right?



■ **Take a close look at this shot. This is exactly where you need to be in order to shoot the barrels down into the water, and follow up with a Molotov Cocktail. There are a bunch of them just behind you.**

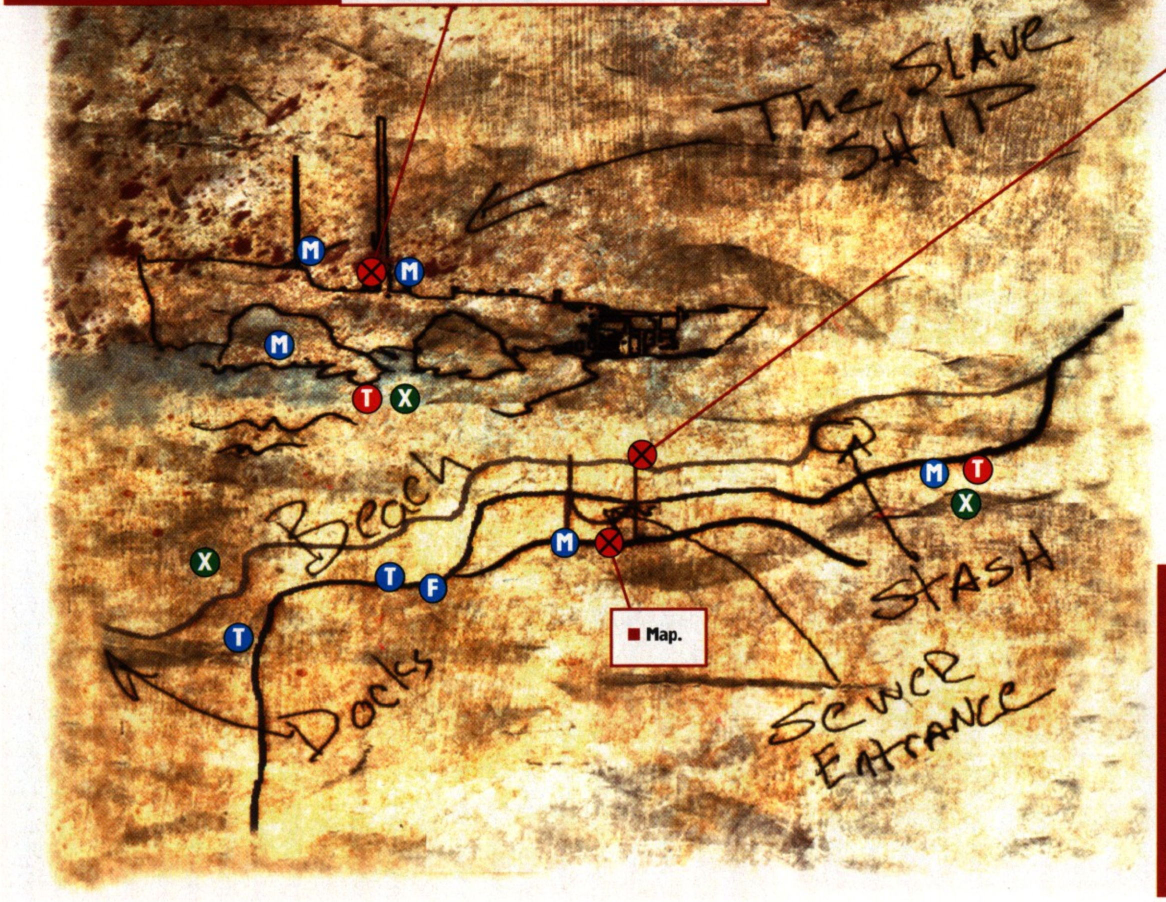
During your adventures on the beach you won't have the map yet. Oh no! Don't panic though, it's a very linear area, and you can't really get lost. After meeting Clem in his little sandbag bunker thing, head down the beach killing Festers as you go. It's worth recapping their weaknesses; fire (Flamethrower or Molotov Cocktail), blade (Shiv, Fire Axe, or the beast's blade attacks) or good old fashioned death by TNT.

When using a Molotov Cocktail, as we strongly recommend doing – since there are plenty of spare bottles lying around with which to restock – only use one, and wait a few seconds for the highly damaging flames to do their work. The cursed thing will moan and collapse, without the need for an additional Cocktail.

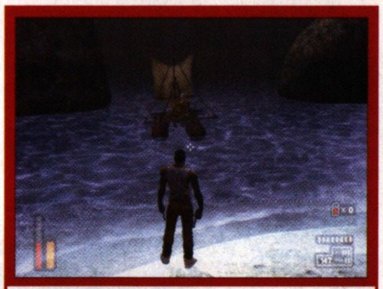
Then, of course, you have to deal with the rats. Sometimes they will target you, sometimes they will target poor ol' Clem. The old codger can take a surprising amount of damage, considering, but don't think for a moment you should use him as some kind of human shield, unless you're going for the 'bad' ending, of course. The Fester's ball-and-chain attacks do craploads of damage, to you OR Clem, but at least he'll lob explosives at them.

Remember, if you don't help him escape, you don't get the map to the next level. And that's a really bad thing, folks. ■

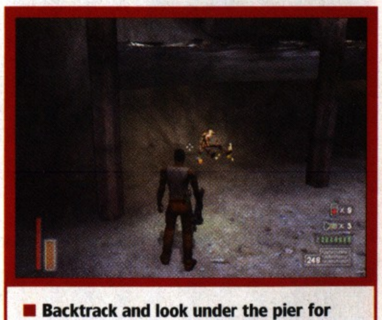
■ **As if Carnate Island wasn't riddled with enough evil as it was, a slave ship crashed there hundreds of years ago. The slaves were left locked in the hold, to get eaten by rats. The Festers are ex-slave owners, punished now by being constantly eaten from this inside out by rats. Ouch.**



■ **Map.**



■ **If you decided to help Clem, then torching the petrol (left) will let him escape on his dinky raft. As a reward, he leaves two maps for you – crucial stuff.**



■ **Backtrack and look under the pier for stacks and stacks of items. You'll likely have used plenty of TNT/Molotov Cocktails on those damn Festers. Horrible creatures.**

KEY

R	Revolver
S	Shotgun
T	Tommy Gun
F	Flame Thrower
X	Xombium
B	Flashlight/ Batteries
F	Flare
F/B	Flash/Bang
T	TNT
S	Shrapnel Grenade
M	Molotov
⊗	Point of Interest
MG	Machine Gun

CLEM'S BASEMENT MAP

■ The maps may be finished, but the horror continues.

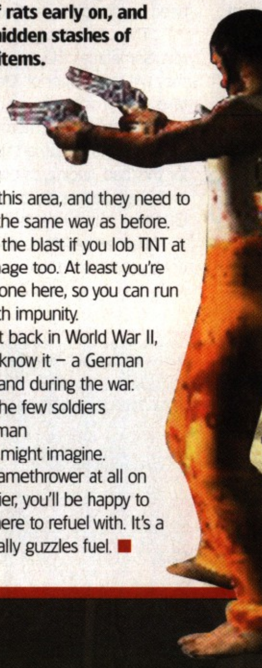
As crazy as it sounds, working your way through the sewers brings you right back into the heart of the prison (via the old WWII fort).

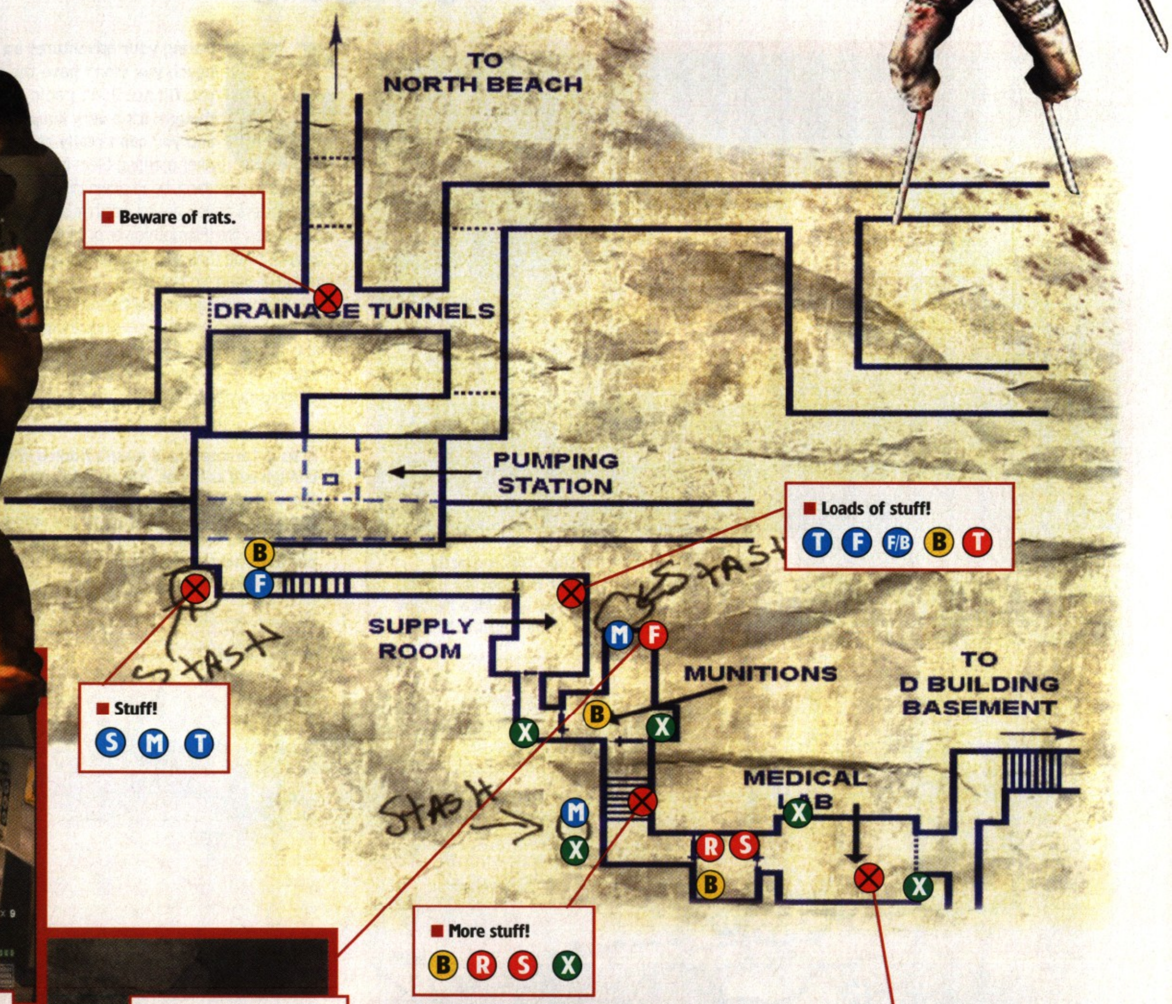
This area is one of the simpler to negotiate, with the only complications being a mild case of rats early on, and some hidden stashes of lovely items.

Unfortunately for you, the Festers weren't just limited to the slave ship. There are several of the lumbering behemoths throughout this area, and they need to be dealt with in exactly the same way as before. Don't stand too close to the blast if you lob TNT at them, or you'll take damage too. At least you're not trying to protect anyone here, so you can run around blasting away with impunity.

This area was a fort back in World War II, and – wouldn't you just know it – a German plane crashed on the island during the war. This didn't end well for the few soldiers stationed here with German blood/surnames, as you might imagine.

If you used your Flamethrower at all on the Festers here, or earlier, you'll be happy to learn there's a gas can here to refuel with. It's a fantastic weapon, but really guzzles fuel. ■



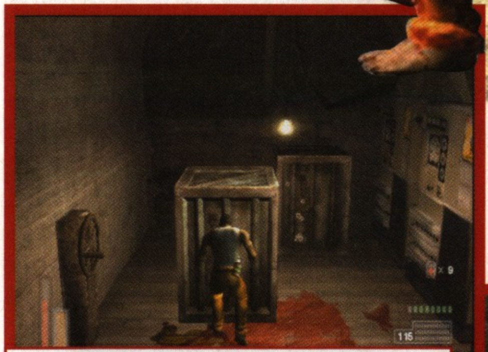

TO NORTH BEACH
DRAINAGE TUNNELS
PUMPING STATION
SUPPLY ROOM
MUNITIONS
TO D BUILDING BASEMENT
MEDICAL LAB
STASH
STASH
STASH
B
F
M
F
B
X
X
M
X
X
R
S
B
X

■ Beware of rats.

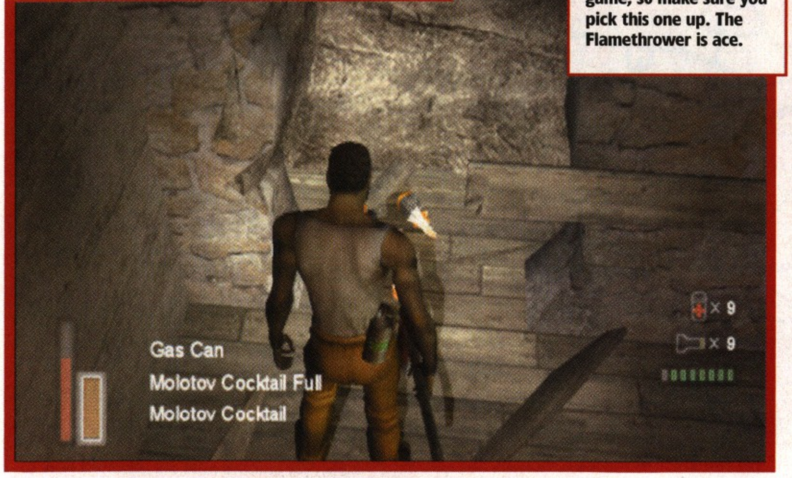
■ Loads of stuff!
T F F/B B T

■ Stuff!
S M T

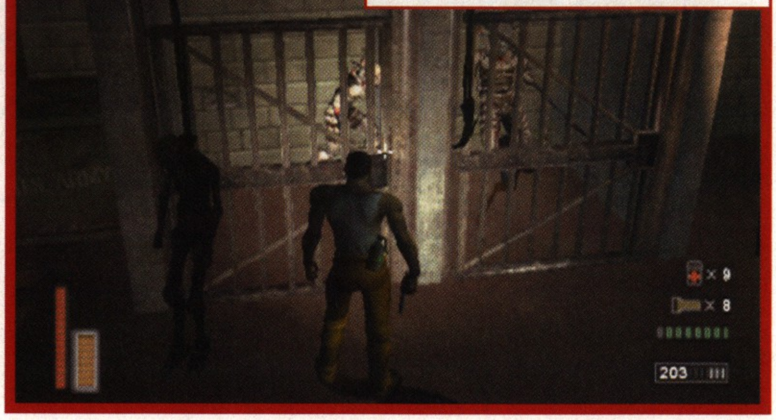
■ More stuff!
B R S X



■ Slide the crates back to reveal a smashable section of wall, and some delicious goodies hidden behind it.


Gas Can
Molotov Cocktail Full
Molotov Cocktail
x 9
x 9

■ Gas cans are few and far between in the game, so make sure you pick this one up. The Flamethrower is ace.



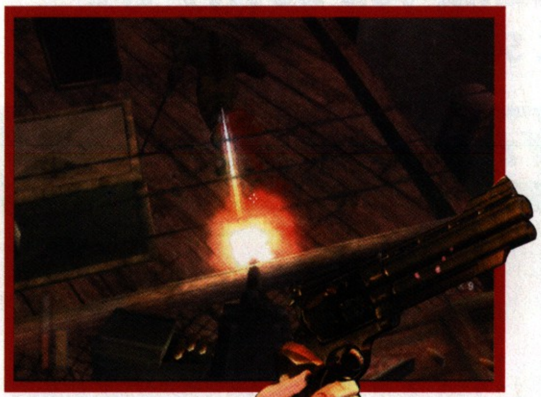
■ The Slayers here are safely behind bars, and can't escape. You'll still get that nerve-wracking battle music and hear their scraping, of course. Killing them contributes to the 'bad' ending.

FINAL BOSS (Docks)

Face your fear. Face yourself.

It's crunch time. No more running away, no more hiding. To really escape the horror of Carnate, you must defeat the ultimate foe. You.

The boss appears in three stages. After raiding the shack, you'll head onto the docks, a pretty small area with four fanced off sections. There's not much room to maneouvre, but all three forms are easy when you know how. Or, indeed, when we tell you how.



STAGE 1 **BEAT THE BEAST**

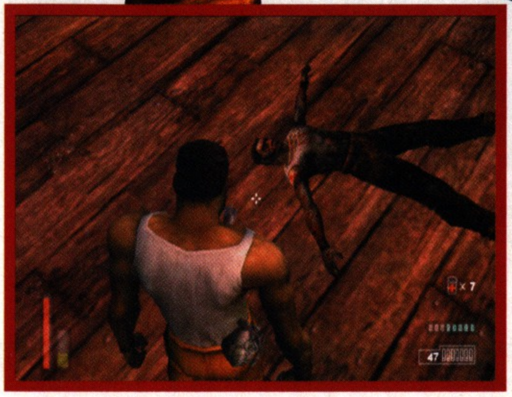
This is your beast form, and while you've often seen it prowling around, this is the first (and the last) time you have to actually fight it. Stay the hell away from it's attacks, because he won't take long to reduce you to mincemeat. Instead, move to the bottom right fenced off section and go in (yes, through the door). Jump up and you'll discover a Machine Gun, with which you can simply blast away until he's well and truly obliterated (along with those pesky Mainliners). Leave that section and you'll trigger another cut-scene with your older son.

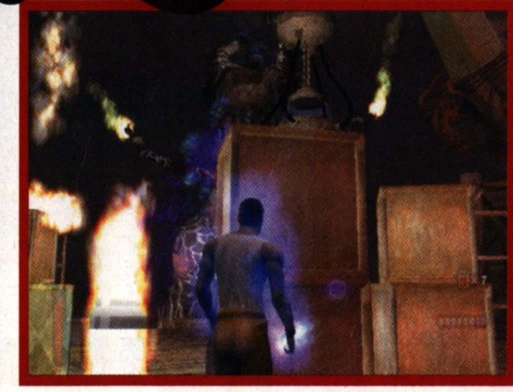
STAGE 2 **TORQUE TORQUE**

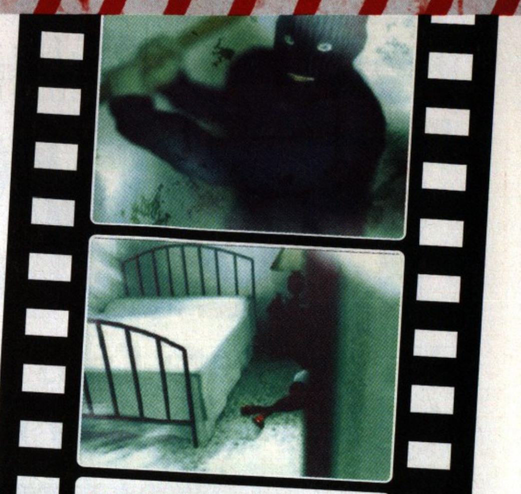
Ooh, it's like looking in a mirror! Torque faces off against himself, and what's worse he has a Tommy Gun, which can do plenty of damage as we're sure you're already aware. Now, if you've been going for the good/evil ending as opposed to the monster ending, you'll probably have refrained from pressing △ at all throughout the game, since that first terrifying time. Time to break that habit. Transform, and rip him to shrerds – he won't have a chance. When he's in little tiny pieces, turn back, and you get a third cut-scene, this time with your wife.

STAGE 3 **THE FINAL TEST**

Woah, he's a big'un. Obviously you're not going toe-to-toe with that big bugger, and as you might have guessed, there is a specific tactic you are meant to employ, rather than just brainless blasting (as with every other boss in the game). In this case, the superbeast smashes the gate that stops you getting to Dr Killjoy's strange device (previously you used it on your beast form in the Asylum). Press ⊗ and ↓ to lower it – it will fire off that blue energy every so often. Run into the beam to charge yourself up, then use L1 to throw balls of energy at him. Aim right for the red light on his chest, you'll know when you get him because blue energy writhes all over his body for a moment. He will keep changing position, so make sure you stay behind those sturdy crates, for cover. Keep hurling those energy balls at him, and he'll go down. You will get one of three endings, and unlock one of three new archive pages. Start a new game, and see what happens.







THE END?

Depending on your actions, you will get one of three endings. If you generally behaved in a moral way, helping people out, you'll get the 'good' ending (shown here). If you killed everything that moved, you'll get the 'bad' ending. If you used your beast form all the time, you'll get the 'beast' ending.

THE FACTS: **TRANSFORMERS** ● PLAYERS **1** ● MEMORY CARD SPACE **45KB** ● DIFFICULTY **TOUGH-GOING** ● COMPLETION TIME **A FEW DAYS**

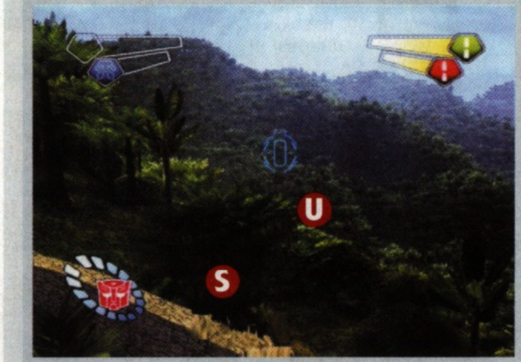
TRANSFORMERS

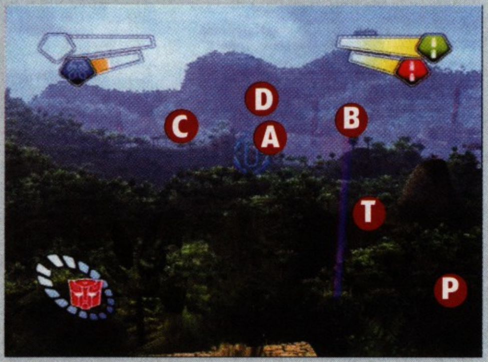
READ! Here's the location of EVERY Data-con in the game! In the unlikely event you still can't find 'em all, give us a shout on cheatzone@futurenet.co.uk!

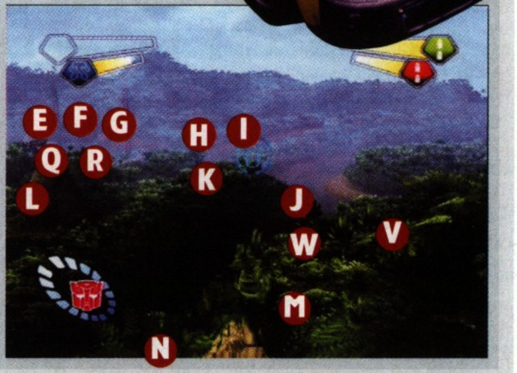
Hidden Data-Cons sending you botty? We track down every last secret right here...

LEVEL 1 AMAZON

VIEW FROM: Mountain Ruin







A: First clearing before bridge warp gate.
Recruit/Veteran: Lock-On
Commander: Safeguard

B: Turn left after first bridge and run along bank.
All: Pressurepoint

C: Extreme left of the furthest riverbank.
All: Toys – Card Artwork

D: Centre of the furthest riverbank.
All: Toys – Production (Mini-Cons)

E: Inside ruined temple.
Recruit/Veteran: Safeguard
Commander: Lock-On

F: Top of ruined temple
All: Art – Decepticon Renders 1

G: Ruined temple's back wall.
All: Art – Autobot Renders 1

H: Just before waterfall bridge.
All: Toys – Instructions (Optimus Prime)

I: On the river bank before the waterfall.
All: Toy – Production (Hot Shot)

J: Deep in the forest on the river bank before the waterfall.
Recruit/Veteran: Toys – Production (Megatron)
Commander: Deflector

K: Just left of the waterfall warp gate.
Commander: Toys – Production (Megatron)

L: Run right into the forest after the waterfall warp gate.
Commander: Comics – Mini Comic 1

M: Corner of river.
Commander: Claymore

N: Near Cavern gate, guarded by a spiderbot.
Recruit/Veteran: Deflector

P: Ravine cavern
Recruit/Veteran: Claymore

Q: Highest peak viewable from Mountain Ruin.
All: Hailstorm

R: Hill behind the highest viewable peak.
All: Tractor

S: High ledge at end of last ravine, near insurpassable waterfall.
All: Art – Production art (Autobot HQ)

T: Jungle clearing – turn right off the driveable path before the sharp left turn.
All: Music – Wishbone

U: Cavern – turn right into the jungle before the penultimate ravine jump.
Recruit/Veteran: Comics – Mini Comic 1
Commander: Flashbang

V: Jungle clearing.
All: Firefight

W: Jungle.
All: TV spots – TV spot 1

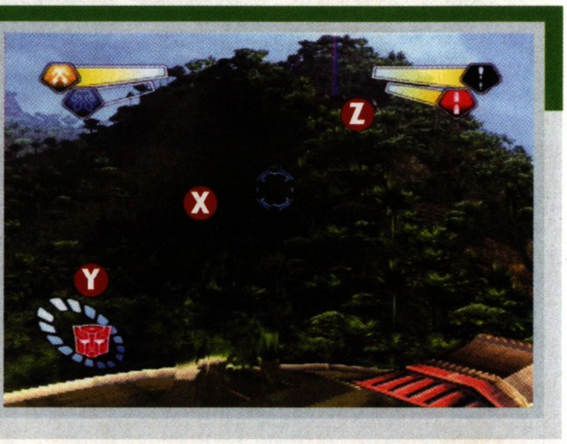
LEVEL 1 AMAZON

VIEW OF: Final mountain

X: Side of final mountain (high).
All: Music – Armada TV theme

Y: Side of final mountain (low).
All: Art – CG movie stills 1

Z: Mountain Ruin (below warp gate).
Recruit/Veteran: Flashbang



BEAT THIS → RECKON YOU EQUAL OUR ACHIEVEMENT OF BEATING TIDAL WAVE WITHOUT GETTING HIT ONCE? TRY HIDING

LEVEL 2 ANTARCTICA

VIEW OF: Crevasse Field

A: Right behind the starting gate.
All: Art – Autobot Renders 3

B: On a high ledge near the start (use Highjump).
All: Shockpunch

C: After the broken ice floe.
Recruit/Veteran: Hawkeye
Commander: Art – Production art (Amazon)

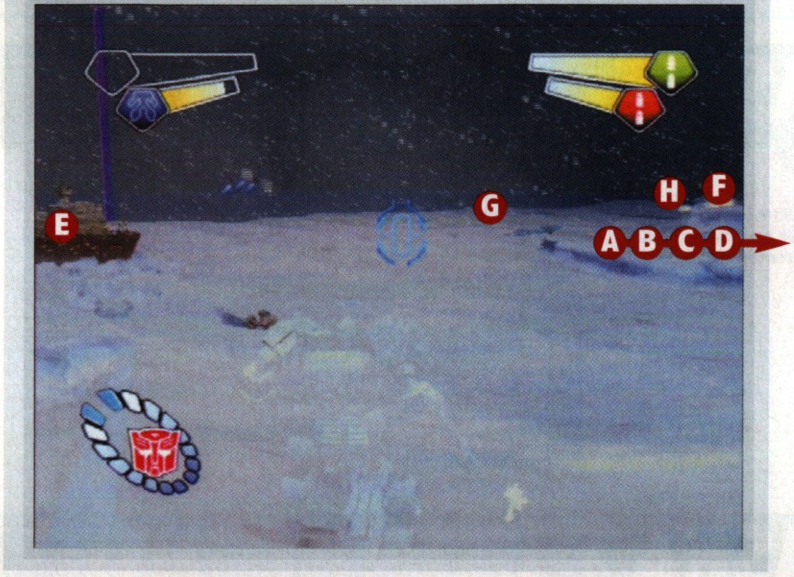
D: Crash site.
Recruit/Veteran: Slapshot
Commander: Watchdog

E: On the boat near Icebreaker warp gate.
Recruit/Veteran: Lookout
Commander: Sparkjump

F: On a high ledge at the centre of Crevasse Field.
All: Smackdown

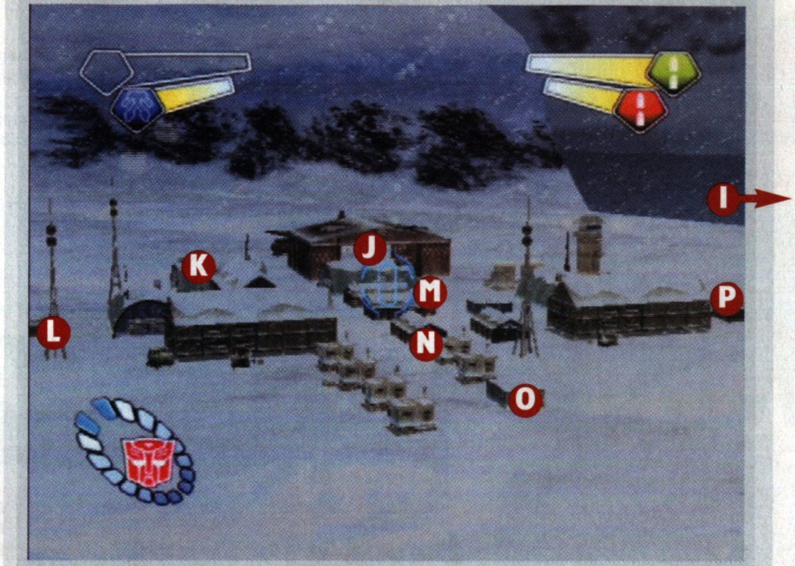
G: Right at the back of Crevasse Field.
All: Art – CG movie stills 2

H: Behind a small ledge at the back of Crevasse Field.
Recruit/Veteran: Watchdog
Commander: Slapshot



LEVEL 2 ANTARCTICA

VIEW OF: Research Centre



I: Island near Research Centre.
Recruit/Veteran: Comeback
Commander: Buildup

J: Research Centre hangar.
Recruit/Veteran: Sparkjump
Commander: Lookout

K: Research Centre back left.
All: Music – Transformers Theme 2

L: Research Centre left.
Recruit/Veteran: Art – Production Art (Amazon)
Commander: Hawkeye

M: Research Centre – centre.
Recruit/Veteran: Buildup
Commander: Comeback

N: Research Centre – centre.
All: Highgear

O: Research Centre front.
All: TV spots – TV spot 2

P: Research Centre right.
All: Comics – Mini Comic 2

LEVEL 3 DEEP AMAZON

VIEW FROM: Hill-Top

A: High ledge near start (use glide from opposite rocks).
Recruit/Veteran: Shieldwalls

B: The first village.
Recruit/Veteran: Skirmish
Commander: Comics – Mini Comic 3

C: Temple maze.
All: Rangefinder

D: Temple maze.
Commander: Knockdown

E: Temple maze (use Highjump on platform in Antechamber).
Recruit/Veteran: Toys – Production (Starscream)
Commander: Shieldwall

F: Temple maze (use Highjump on platform in Antechamber).
Commander: Special – More Game Scenes

G: Temple Antechamber.
Commander: Skirmish

H: Temple roof.
Recruit/Veteran: Airburst

I: Waterfall.
Recruit/Veteran: Covert
Commander: Vortex

J: Behind temple.
All: TV spots – TV spot 3

K: Left side of temple.
All: Art – CG movie stills 3

L: Top of dropship (glide from temple roof).
All: Twister

M: Island shrine.
All: Overwatch

N: Sitting next to the Jungle Village warp gate.
Recruit/Veteran: Knockdown
Commander: Airburst

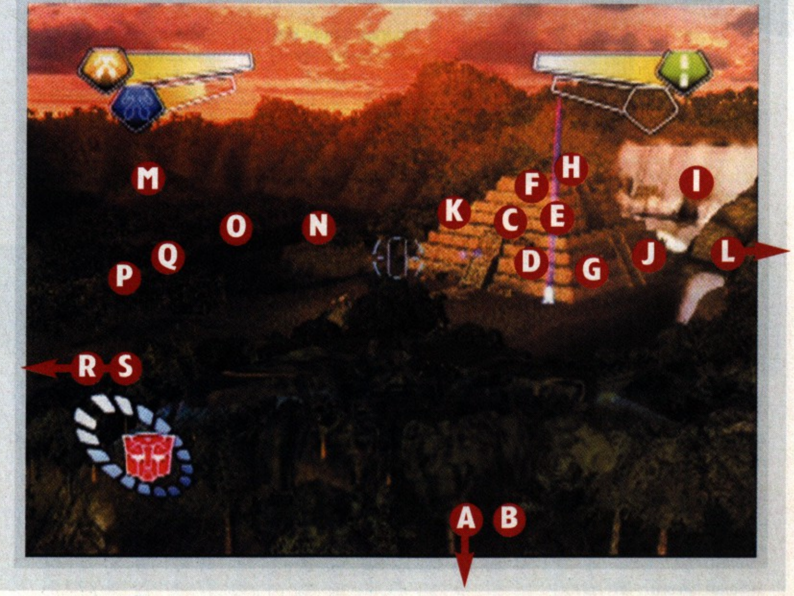
O: Near Jungle Village.
All: Art – Production Art (Antarctica)

P: Stone platform.
All: Art – Mini-Con Renders

Q: Jungle clearing.
All: Music – Transformers Theme 1

R: Near Bridge gate.
Recruit/Veteran: Comics – Mini Comic 3

S: Back of trees near Bridge gate.
Commander: Toys – Production (Starscream)



BEHIND ROCKS...

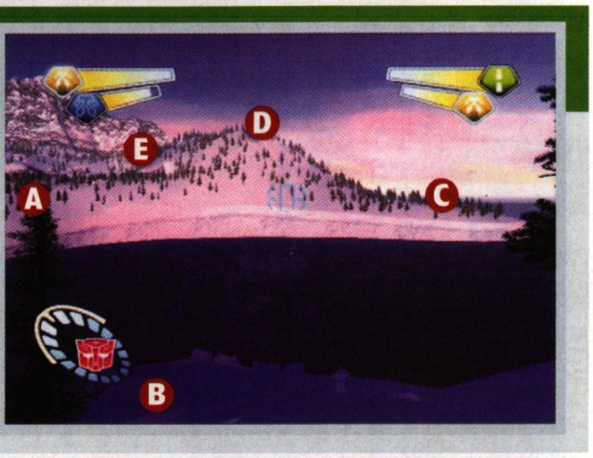
LEVEL 4 MID-ATLANTIC

MORE UNLOCKABLES...

- Distant mountaintop.
All: Slipstream
- Island off distant mountaintop.
Recruit/Veteran: Toys – Production (Cyclonus)
- Rock near distant mountaintop.
Commander: Art – CG Production Art 1
- At base of Pinnacle Rock.
Commander: Toys – Production (Cyclonus)

LEVEL 5 ALASKA

VIEW FROM: Island off-shore



A: Directly behind the Shore gate.
Commander: Art – CG Production Art 2

B: Island off-shore (glide from the hill nearby).
Recruit/Veteran: Aurora
Commander: Bulletproof

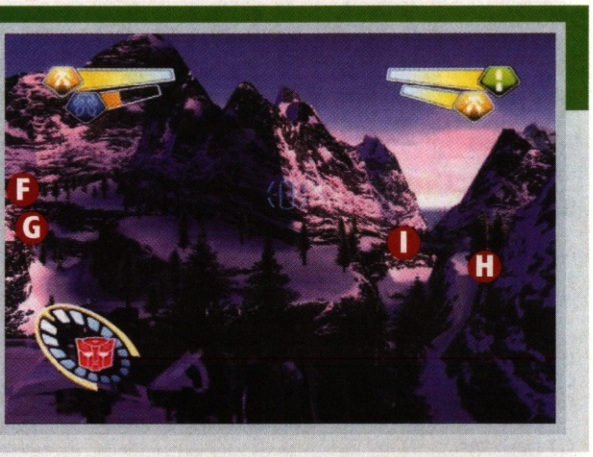
C: From Shore gate, follow the coastline to the jutting bank.
Recruit/Veteran: Bulletproof
Commander: Aurora

D: High peak near the Shore gate.
All: Art – Production Art (Mid-Atlantic)

E: Ledge behind the mountains (glide from Cliff-Top).
All: Art – Decepticlone Submission Designs

LEVEL 5 ALASKA

VIEW FROM: End of meandering road



F: Clearing before Box Canyon – high ledge.
Commander: Discord

G: Clearing before Box Canyon – low ledge.
All: Art – Autobot Renders 2

H: Drive up ramp on 'road', then around to hill.
Recruit/Veteran: Discord

I: Drive up ramp on 'road', then around and glide down.
All: Comics – Mini Comic 4

LEVEL 5 ALASKA

MORE UNLOCKABLES...

- Decepticlone-filled clearing before caverns.
All: Highjump
- Small cavern – right from entrance.
All: TV Spots – TV spot 4
- Small cavern – left fork, then left again.
All: Art – Decepticlone Renders 4
- Small cavern – right fork, then right again.
All: Toys – Production (Tidal Wave)
- Caverns – glide to ledge before Cliff Top warp gate.
All: Art – Level Storyboards 1
- Top of final cliff.
All: Kickback
- Starscream crash area.
All: Art – Decepticlone Renders 3

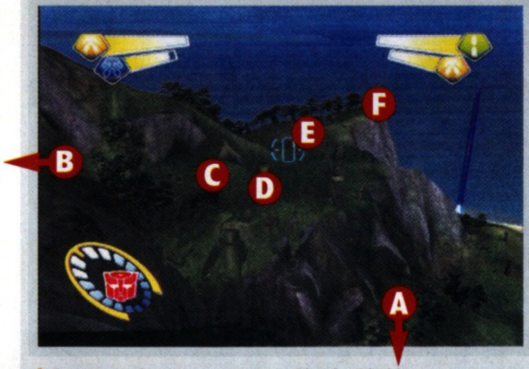
LEVEL 6 STARSHIP

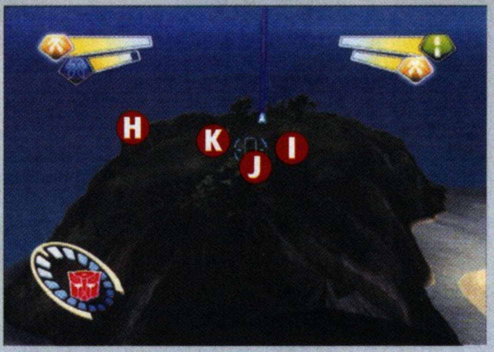
MORE UNLOCKABLES...

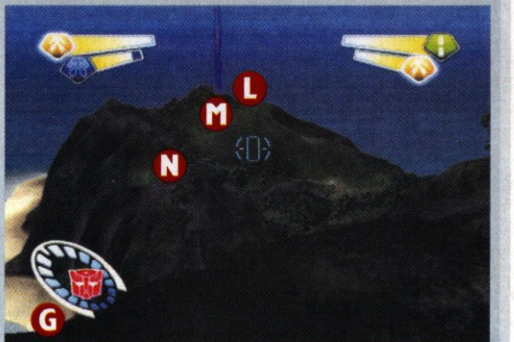
- Below first switch point. Recruit/Veteran: Art – Decepticlone Renders 2
- After first switch-activated bridge, drop into purple door. Commander: Art – Decepticlone Renders 2
- Below second switch point. Recruit/Veteran: Toys – Instructions (Megatron)
- After second switch-activated bridge, go through broken glass. Commander: Toys – Instructions (Megatron)
- After jump following third switch. Recruit/Veteran: Art - CG stills 4
- Next to fourth switch. Recruit/Veteran: Toys - Character Art
- Middle of blue structure after diagonal lift. All: TV Spots - TV spot 5
- Top of first curly platform. Recruit/Veteran: Art - Autobot Concept Art
- After central section, jump onto the next platform up. Recruit/Veteran: Toys - Production Art (Red Alert)
- Bottom of second curly platform. Recruit/Veteran: Toys – Instructions (Red Alert)
- Bottom of glass slop after jumps. Recruit/Veteran: Art – Production Art (Alaska)
- Top of blue structure at top. Commander: Toys – Production Art (Red Alert)
- Back left behind blue structure at top. Commander: Toys – Character Art
- Front left below blue structure at top. All: Toys – Production (Optimus Prime)
- Crash Site (short rock). Commander: Toys – Instructions (Red Alert)
- Crash Site (tallest rock – use Glide and Fullspeed). Commander: Art – Production Art (Alaska)
- Crash Site (shortest of two far rocks – use Glide and Fullspeed). Commander: Art – Autobot Concept Art
- Crash Site (tallest of two far rocks – use Glide and Fullspeed). Commander: Art – CG Stills 4

LEVEL 7 PACIFIC ISLAND

VIEW FROM: Dry Riverbed gate







A: In corner of start area behind trees.
Recruit/Veteran: Corona
Commander: Art – Production Art (Pacific Island)

B: Ledge at side of volcano.
Recruit/Veteran: Art – Production Art (Pacific Island)

C: Bunker on cliff below Dry Riverbed (left).
All: Art – Level Storyboards 2

D: Bunker on cliff below Dry Riverbed (centre).
All: Art – Decepticlone Concepts

E: Bunker on cliff below Dry Riverbed (right).
All: Art – CG stills 5

F: Corner of cliff below Dry Riverbed.
Recruit/Veteran: Fullspeed

G: Waterfall ledge (next to Lighthouse cliff).
Commander: Special – Game Scenes

H: Lighthouse.
Recruit/Veteran: Art – Level Storyboards 3

I: Bunker near Lighthouse (left out of gate).
All: Art – CG stills 6

J: Bunker near Lighthouse (forward out of gate).
All: Art – Decepticon Renders 2

K: Bunker near Lighthouse (right and behind gate).
All: Art – Postcards

L: Bunker near Plateau (left out of gate).
All: Toys – Instructions (Hot Shot)

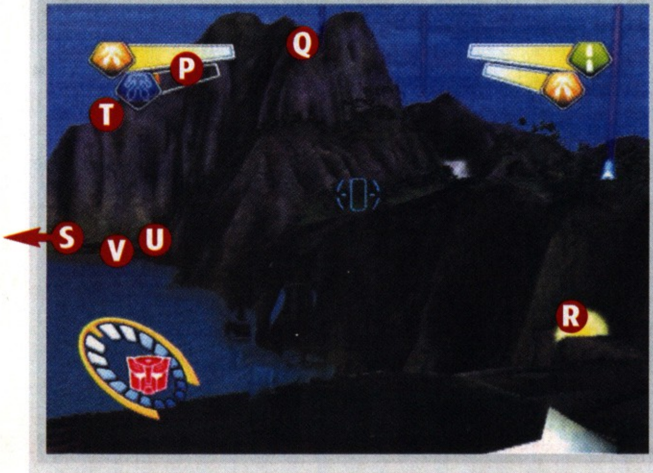
M: Bunker near Plateau (right out of gate).
All: Music – Transformers Theme 4

N: Bunker near Plateau (in distance from gate).
All: Special – Promotional Booklet

O: Just below Dry Riverbed gate.
Commander: Art – Decepticlone Renders 1

LEVEL 7 PACIFIC ISLAND

VIEW FROM: Back of island



P: High ledge at back of volcano.
All: Jumpstart

Q: Very high ledge around corner from Volcano gate.
Commander: Corona

R: On ledge behind Plateau gate.
Recruit/Veteran: Toys – Decepticlone Renders 1
Commander: Shepherd

S: Small island near settlement.
Recruit/Veteran: Shepherd
Commander: Fullspeed

T: Ledge above settlement.
All: Stronghold

U: Inside settlement building.
All: Failsafe

V: Inside settlement building.
Commander: Art – Level Storyboards 3

THE FACTS: **FINAL FANTASY X-2** ● PLAYERS: **1** ● MEMORY CARD SPACE: **185KB** ● DIFFICULTY: **VERY HARD TO MASTER** ● COMPLETION TIME: **MONTHS**

BEST PLAYED While astride a giant chicken. Or lots of chickens stapled together, if you don't have a giant one.

FINAL FANTASY X-2

It's totally optional, but it's one of the most addictive side-missions in the game. Get to work!

HOW TO GET THE CHOCOBO RANCH

IT'S EASY TO GET THE CHOCOBO RANCH UP AND RUNNING, IF YOU FOLLOW THESE 10 EASY STEPS

1. **Accept the "Foggy Fiend Frenzy" mission at Mushroom Rock Road, Chapter 1.**
2. **Talk to Clasko before, and AFTER he is told to show you the way.**
3. **Complete the mission.**
4. **Beam back down to Mushroom Rock Road and talk to him again – he's nearby. Reply "The more, the merrier!" to get him on board the Celsius.**
5. **Accept the "Cuckoo for Chocobos!" mission at Mi'ihen Highroad, Chapter 2.**
6. **With Clasko's assistance, finish the mission by slaying the boss.**
7. **Re-enter Mi'ihen Highroad to find Clasko and Calli standing near the Agency.**
8. **Invite them both on board the Celsius.**
9. **Accept the "Clean Sweep" mission in Chapter 2, at the Calm Lands where the arena used to be in *FFX* (Facility Ruins).**
10. **Complete the mission to earn the Alchemist dressphere, and allow Clasko to open his beloved Ranch!**

WARNING! If you fail to talk to Clasko at all in Chapters 1 or 2, you will NOT be able to access the Chocobo Ranch this playthrough. Better luck next time.

REVIEW! → "NOT AS ACCESSIBLE AS IT FIRST APPEARS, BUT STILL A STONKING ROLE-PLAYING GAME... A WHOPPER

CHOCOBO Q&A

Everything you ever wanted to know about the stables.

Activ
98
Yuna HP 1833
Rikku HP 948
Paine HP 1773

WHAT NOW?

Now that Clasko's Ranch is up and running, you will finally be able to capture those damn Chocobos that turn up randomly, every so often, in battles.

HOW DO I CAPTURE THEM?

You should find that you now have a whole load of Gysahl Greens in your inventory. You might want to use the manual sorting function to put these somewhere near the top of your list, so you can find them easily. As soon as you enter a battle with a Chocobo, the very first thing to do is target it with a Gysahl Green. Once you've fed the giant chicken, it will be content to stand there while you dispatch the fiends. Do so as quickly as possible, you are on a timer. Once only the Chocobo is left standing, quickly throw it a second Gysahl Green, and voila. It will automatically speed off towards the Ranch, and will be available to you next time you visit.

WHICH LOCATIONS ARE BEST FOR FINDING CHOCOBOS?

Can be found in: Besaid, Kilika, Djose, Moonflow, Thunder Plains, Macalania (except the lake), Bikanel, Calm Lands.

Never found in: Luca, Mi'ihen Highroad, Mushroom Rock Road, Guadosalam, the icy section outside Macalania's Agency, Bevelle, Mount Gagazet, Zanarkand.

IS THERE A QUICKER WAY OF MAKING SURE YOU GET ONE IN A BATTLE?

There's a certain amount of optional preparation to maximise your chances of getting a Chocobo, but it's up to you how much effort you want to make. After heading to one of the locations listed above, stick the Lure Bracer on to make sure you get lots of battles. No point hanging around, is there? The only crucial thing when the battle starts is to get a Gysahl Green to the Chocobo asap, so make sure you have First Strike ability on someone (Thief dressphere, Highroad Winds and Mounted Assault GG, Sprint Shoes accessory), and an Alchemist in the team with Items Lv. 2, so she can snap out the Greens even quicker than normal. Other than that, it's a matter of perseverance and luck. We would recommend fleeing from battle if a Chocobo doesn't pop up, but that screws your chances of getting Finale (the super-powerful ability in The End GG), so if you want to get absolutely everything just make sure you're tough enough to stomp the enemies in the area into mush after a turn or two.

One last warning. The Chocobos will start helping the fiends in battle, rather than just standing there looking gormless. They can use Choco Kick, Choco Cure, Choco Protect, Choco Shell and... Choco Meteo. Yeah, they can rain huge lumps of burning rock down onto your head, for not inconsiderable damage. Be prepared for this, there's nothing more embarrassing than having Big Bird kick your arse.

WHAT DO I DO WITH THEM NOW THAT I HAVE THEM?

Aha, now you reap the rewards. If you head into the Chocobo Ranch after capturing one or more Chocobos, then talk to Clasko, you will be presented with a series of menus. They can look confusing at first, but you can safely ignore most of them until later on. As you catch Chocobos, they will fill up the four Choco Runner slots. Once they are full, there are ten Choco Reserve slots, and that's the most you can have at one time. You can send your Runners out to any of the listed locations, and there's a chance they'll return with items. However, there's also a chance they'll run away.

HOW DO I GET THE BEST STUFF? I DON'T WANT THEM TO RUN AWAY!

Well, first the bad news. The items that the Chocobos dig up for you are fairly mundane. Still, they're free, so why not? You may have noticed that your Chocobos have a listed disposition; bold, timid, and normal. If you caught it in Kilika, Thunder Plains, or Bikanel, it will almost certainly be Bold. If you caught it in Djose or the Calm Lands, it will probably be Normal. If you caught it in Besaid, Moonflow, or Macalania, it will more than likely be Timid.

These are important, because different dispositions suit different search areas. To get the very best results, we recommend the following:

BOLD
Send to: Djose Highroad, Calm Lands
Avoid: Besaid Island, Moonflow, Macalania

TIMID
Send to: Kilika Island, Thunder Plains, Bikanel Island
Avoid: Djose Highroad, Calm Lands

NORMAL
Send to: Besaid Island, Moonflow, Macalania
Avoid: Kilika Island, Thunder Plains, Bikanel Island

If a location isn't listed, it means it's pretty average. Oh yes, and the lower their Heart, the more chance they'll run away.

HEART?

Their Heart meter starts at 100, and when they return from a run they'll have lost a certain amount – the less suited they were for the location, the more heart they lose. As we mentioned, the lower their Heart when they are sent out, the more chance they'll bugger off and you'll lose them forever. It's a pretty straightforward matter restoring their Heart, however, simply feed them some Pahsana Greens.

IS THERE ANYTHING ELSE THEY CAN DO?

Funny you should ask. Chocobos can also discover secret areas for you to explore. Sending one to Bikanel (better make it a Timid fellow) will unlock the Central Expanse, but the Chocobo in question will run away – guaranteed. There's another secret dungeon in Mi'ihen called Fiend Colony. Send a level 4 or 5 Chocobo to Mi'ihen, and you should find it OK. Lastly, there's a dungeon called Ruin Depths that you get to through the Ranch itself, but the process is complex and we'll go into it in more detail in a later issue.

LEVEL 4? LEVEL 5? HOW DO I INCREASE THEIR LEVEL?

The simplest explanation is as follows:

To get from level 1 to level 2 = 10 Pahsana Greens
To get from level 2 to level 3 = 10 Mimett Greens
To get from level 3 to level 4 = 30 Mimett Greens
To get from level 4 to level 5 = 40 Sylkis Greens

Not all Chocobos can even reach level 5. Not all of them can even reach level 2, so you're going to have to keep recruiting them until you get lucky. If you're running short on Greens, go through the menus until you see Nutritive Greens, and change the ratio. The more battles you go out and fight, the more greens Claski will have waiting for you when you return. If you fill up (you can hold up to 99 of each), he'll store the leftovers for you. You'll have to wait until Chapter 5 to get access to all the different types of Greens, but that's when you should really be focussing on all this business anyway.

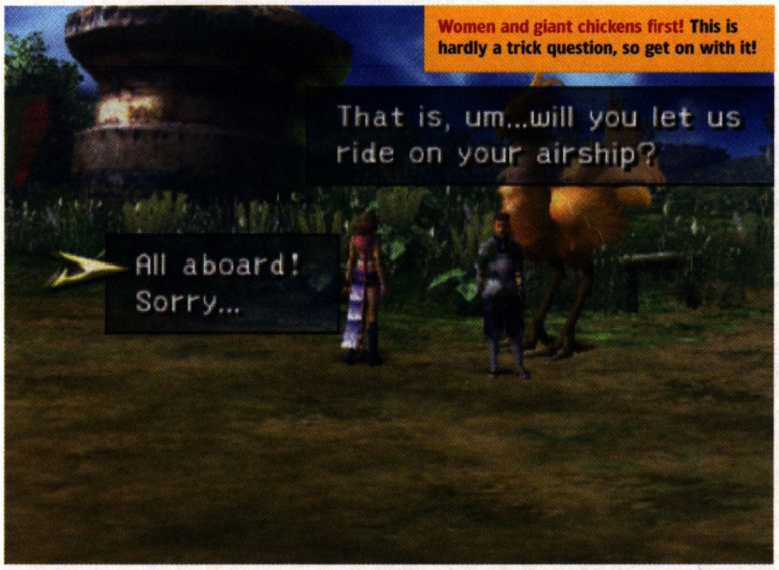
OK, THAT'LL DO FOR NOW. OH! WAIT! HOW LONG DOES IT TAKE FOR THEM TO COME BACK?

Easy. Leave the Ranch and complete seven random battles, then talk to Clasko again. If one or more of them has run away, and you have a recent save, you might want to consider a soft reset. ■

Fed up: Make sure you don't accidentally stab Big Bird there before feeding him.

Attack
Mix
Stash
Item
LT Spherechange
Yuna HP 2603 MP 71
Rikku HP 2641 MP 198
Paine HP 3275 MP 100

Women and giant chickens first! This is hardly a trick question, so get on with it!



That is, um...will you let us ride on your airship?

All aboard!
Sorry...

FROM SQUARE™ - SEE OFFICIAL PS2 MAG FOR FULL REVIEW. ■

THE FACTS: **RED DEAD REVOLVER** ● PLAYERS **1-4** ● MEMORY CARD SPACE **95KB** ● DIFFICULTY **MEDIUM** ● COMPLETION TIME **ONE WEEK**

FIRST AID

Down some moonshine whiskey and bite down on a bit of wood as we deal out some first aid wild west-style.

RED DEAD REVOLVER

BEST PLAYED

After seeing a dodgy old Village People video. (Or is that just you, Steve? – Ed)

So you want to paint the town red rather than end up dead? Read on for all you need to know about how The West was won...

01 SHOWDOWN

TO BE THE BEST IN THE WEST YOU NEED TO BE LIGHTNING QUICK ON THE DRAW AND DEADLY ACCURATE...

GRAB

You are in complete control of the whole process as the action cuts to a zoomed in viewpoint. Your hand is poised twitching above your holstered revolver. Immediately pull back on the right analog stick to grab the grip of your weapon. You need to do this as fast as you can, especially later on, because you don't want to be left behind.

DRAW

Once you have grabbed your revolver, press forwards to draw it and your aim will gradually move upwards until you can target your opponent. After grabbing the grip, make sure to pause for a split second. If you press forwards too quickly you'll lose your grip and you'll be left an empty-handed sitting duck. Not good at all.

AIM

Use the right stick to move your target. There are three types of shot that you can make, depending how long you keep the target in one place for. A yellow target indicates a poor shot, dark red is a hit and bright red is a critical hit. Press R1 to acquire each lock – the amount of damage also depends upon which body parts you target.

FIRE

Once you have racked up six locks the slow motion stage will end and Red will fire off six shots. If you acquire a couple of quick critical hits you can end the slow motion process early by pressing R2. This will be vital as you progress through the game and your opponents become increasingly fast on the draw.

BEAT THIS → CAN YOU FINISH THE GAME IN STYLE? WE MANAGED TO FINISH THE 'FALL FROM GRACE' LEVEL IN 57

1 DEADEYE DAN

Underneath your health bar is your Deadeye Meter. Once you have at least one bar you can use your Dead-Eye to deal vast damage. Whilst holding L1 press R2 to go into Deadeye Mode. Use the right stick to get locks on your target and, after a maximum of six locks, press R1 to fire.

2 RIDE 'EM COWBOY

This would be one poor outlaw of a wild west game if there wasn't any animal riding involving. Thankfully, there is. When there is an opportunity to mount a horse or a bull simply press ◎ to hop onboard. Use the left stick to direct your mount, and you can still use the right stick to aim and fire your weapon.

SHOP
KNIFE
$ 75
PURCHASE A WEAPON
When you run out of bullets, you will be glad you bought this.

3 SHOP AROUND

Before each Chapter begins you will have to option to buy things from the shop. Initially, when your funds are low focus on the upgrades such as weapons, health and deadeye. As you progress further and build up some decent savings you will be able to buy everything that is on offer on every visit.

4 PRIORITISE

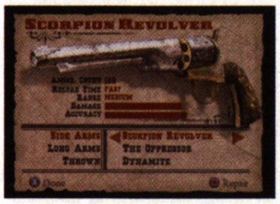
There are hordes of enemies to deal with in *Red Dead Revolver*. Sometimes you won't be able to deal with them all quickly. You need to pinpoint which enemies will deal you out the most damage and deal with them first. This particularly true during boss fights or when you encounter the game's many demi-bosses.

02 COMBAT TACTICS

YOU'LL LEARN A THING OR TWO FROM WATCHING ONE OF THOSE OLD SPAGHETTI WESTERNS...

CHOOSING YOUR WEAPON

Before each Chapter you will be presented with the weapon select screen. You must choose one side arm, one long arm and one thrown weapon. You can also repair any weapons that have been damaged here. As you progress through the game you will pick up more and more powerful weapons and your best bet is to pick the weapon with the best damage to accuracy ratio. There's no point having a devastatingly powerful gun if you can't hit a barn door at twelve paces with it. If you find that a level is particularly packed with enemies, the twin revolvers are always a good bet because you get twice the amount of shots in between reloads.



COVER YOURSELF

An integral part of combat in *Red Dead Revolver* is knowing when and where to take cover. If you are in a manic battle situation taking cover can be counter productive because enemies may well get behind you and inflict heavy damage whilst you are looking the other way. In this situation it is best to run around like a lunatic, taking cover behind objects when you need to, rather than using ◎ to press up behind an object. When you are sure that all your foes are in front of you, walk up to an object and press ◎ to press against it. Now move to the edge of the object and press L1. You will now be able to target enemies. Now simply press R1 to lean out and fire.

MOONSHINE SURGERY

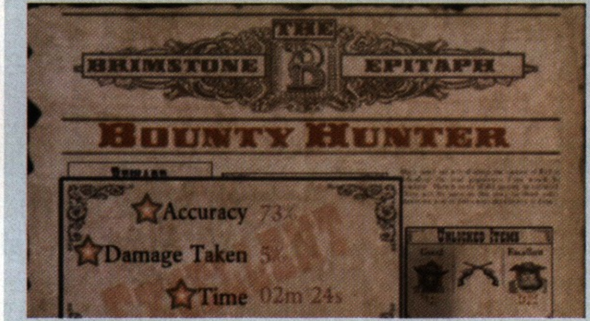
There are very rarely health pick-ups lying around in Red Dead Revolver. Instead, you will get them by killing enemies. Whilst it is often random which enemies will drop pick-ups, other than demi-bosses, in some levels you can predict which varmints will drop health and purposefully target them when you are running low. For example in Chapter 7 – Freak Show the Elvis lookalikes on ground level always drop health, as do the giant miners wielding pick axes in Chapter 20 – Fort Diego. If you make it to a checkpoint with very little energy don't worry. When you die and re-start at the checkpoint you will have maximum health again. This comes in very handy.

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

UNLOCKS

GET A GOOD RATING YOU MUST GET AT LEAST ONE STAR. FOR AN EXCELLENT RATING GET THREE.



CHAPTER 1
GOOD: Old Pistol
EXCELLENT: Broken Creek Showdown

CHAPTER 2
GOOD: 'Bloody' Tom
EXCELLENT: 'Big Oaf' Whitney

CHAPTER 3-4
GOOD: 'Ugly' Chris
EXCELLENT: Widow's Patch Showdown

CHAPTER 5
GOOD: Owl Rifle Upgrade
EXCELLENT: Rico Predrosa

CHAPTER 6
GOOD: Dead-Eye Increase
EXCELLENT: 'Pig' Josh

CHAPTER 7
GOOD: Increase Max Health
EXCELLENT: Professor Perry

CHAPTER 8
GOOD: Cooper
EXCELLENT: 'Bad' Bessie

CHAPTER 9-10
GOOD: Ghost Town Showdown
EXCELLENT: Mr Black

CHAPTER 11
GOOD: The Ranch Showdown
EXCELLENT: Holstein Hal

CHAPTER 12
GOOD: Dan
EXCELLENT: Sam

CHAPTER 13
GOOD: The Bridge Showdown
EXCELLENT: The Traitor

CHAPTER 14
GOOD: Twin Revolvers Upgrade
EXCELLENT: Domingo

CHAPTER 15-16
GOOD: Shadow Wolf
EXCELLENT: Standing Snake

CHAPTER 17
GOOD: The Mine Showdown
EXCELLENT: 'Smiley' Fawler

CHAPTER 18-19
GOOD: Buffalo
EXCELLENT: Gabriel Navarro

CHAPTER 20
GOOD: Increase Max Health
EXCELLENT: Colonel Daren

CHAPTER 21-23
GOOD: The Ranch Showdown
EXCELLENT: General Diego

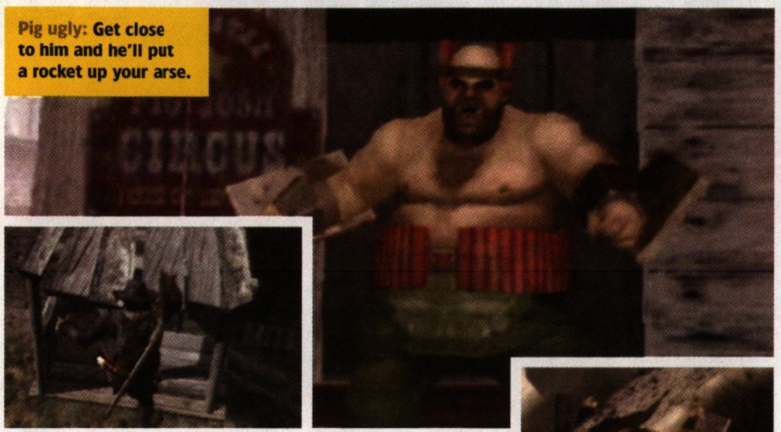
CHAPTER 24
GOOD: Deadeye Increase
EXCELLENT: Mr Kelly

CHAPTER 25-26
GOOD: Mansion Grounds Showdown
EXCELLENT: Jason Cornet

CHAPTER 27
GOOD: Scorpion
EXCELLENT: Governor Griffon

BOSS BATTLES

The biggest brutes beaten down...

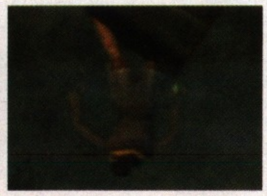


Pig ugly: Get close to him and he'll put a rocket up your arse.

CHAPTER 6:
RED VS PIG JOSH

Tune into our tactics to avoid being blown sky high!

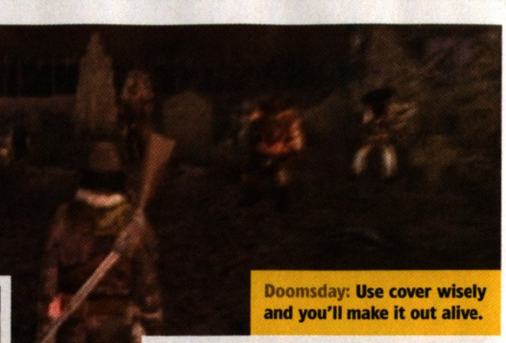
After you've cleared the hilltop of all the little freaks and outlaws with the Gatling gun, you'll be faced by this lunatic with a taste for dynamite. You can forget about taking him out with the Gatling gun, he's too fast and runs around behind your position out of your line of fire. Pig Josh is like a homing missile - once he gets on your tail he doesn't give up. He's also faster than you, so you won't be able to outrun him. From the Gatling gun, run into the building in front of you and up the stairs onto the roof. From the top of the stairs, jump across to the next building and stand on the top roof beam. Stand anywhere else and Pig Josh will be able to blow you up from underneath. Here you are completely safe! He should constantly try and blow you up from beneath now, so let him damage himself and shoot him when he is vulnerable. You can also you use any Dynamite or Fire Bottles you may have to quicken the process. Easy peasy! ■



CHAPTER 7:
JACK VS PROFESSOR PERRY

It's time for Jack to take a swift revenge!

You need to be very quick on your feet for this boss battle. Initially, Perry isn't your major concern – take out the two named goons who threaten the damsel in distress and also deal with the clown freaks who are a constant nuisance. When Perry appears, wait for him to settle in one position and then let him have it. Keep an eye on the girl and protect her if she's being targeted. When Perry drops down to ground level, keep on targeting him, but keep your distance or else he will attack you with his green potion. When you get low on energy target an Elvis lookalike because they always leave a health pick-up. Keep on focusing on Perry and eventually he will die. ■



Doomsday: Use cover wisely and you'll make it out alive.

CHAPTER 10:
RED VS MR BLACK

Send this outlaw to an early grave...

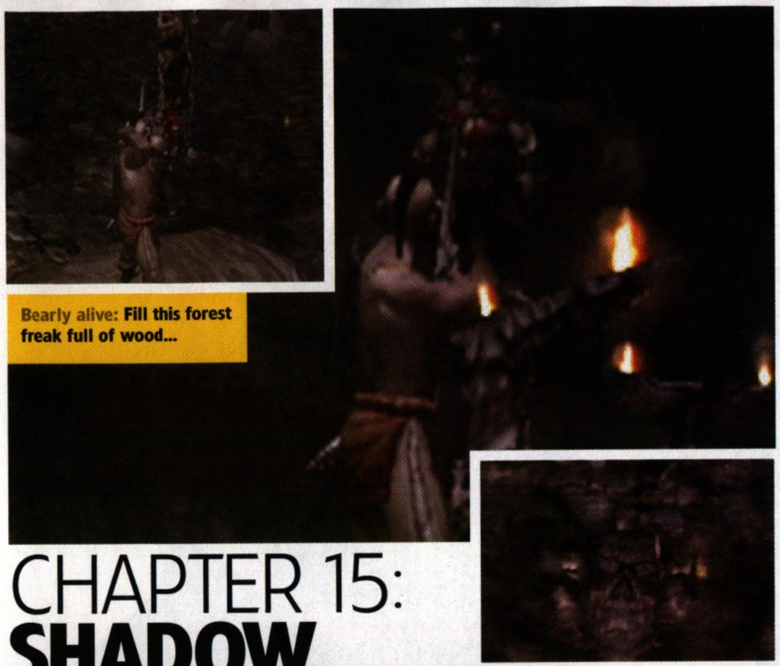
Immediately you are faced with a gang of outlaws who will blow you away if you don't move it. Quickly run over to the far right-hand corner of the cemetery. Take cover behind the low wall next to the small chapel and begin to pick off Mr Black's henchmen one by one. The gravestones in front of you provide excellent cover from incoming fire. When Mr Black is all out of support, simply take cover when he uses his coffin-mounted Gatling gun and then shoot him in the head when he is vulnerable. Before too long he'll be all snug in his coffin, just where he belongs. ■

Saloon spirit: Use the stage as cover and target the varmints.

CHAPTER 12:
RED VS SAM

This big old bruiser can be a real pain...

As soon as the cut-scene in the theatre finishes, run onto the stage and take cover by the wall to the right. Move to the edge and take out the two dancers who have taken cover behind the tables. Now, Sam is up on the balcony throwing barrels. You don't want to target him just yet. Instead, take out all of his henchmen first, using the wall for cover, whilst avoiding the barrels that Sam throws. When only Sam is left, target his head whilst he is up on the balcony – this will stop him throwing barrels as well as take his energy down. When Sam drops down to the floor you're going to need to be quick on your toes because his sole intention is to grab you or charge you. Use your roll to avoid his charges and try to get enough distance away from him so you can loose off a few shots. Use all the Deadeyes that you have. When Sam's health is almost depleted it seems as though your bullets no longer have any effect. Quickly equip the bottle and press ◎ to slash Sam. When he's on the ground, press R3 to kick Sam in the head. ■



Bearly alive: Fill this forest freak full of wood...

CHAPTER 15:
SHADOW WOLF VS GRIZZLY

It's back to the stone age for this encounter.

Straight away get on top of the rock immediately to the left of your starting position. This rock must be sacred because Grizzly can't touch you there. Now all you need to do is kill him – as quickly as possible if you want to get an Excellent rating. Grizzly will leap between the various totem poles, just wait for him to come to a standstill and then zoom in with R3. Aim for his head because he protects his body with his bear-like claws. Even if it doesn't seem like you are doing much damage, don't worry – some arrows just seem to hurt him more than others. Every so often he will come down to the forest floor. Whatever you do, don't let him touch you or else he will cover you in some kind of burning substance. It's not good. Instead press R2 whilst aiming and fire a flaming arrow into his head. When he's on fire keep on firing until he goes down. ■

Cannonball: If Daren hits you, prepare for lift off!

CHAPTER 15:
RED VS DAREN

Can you beat the man with a cannon for an arm?

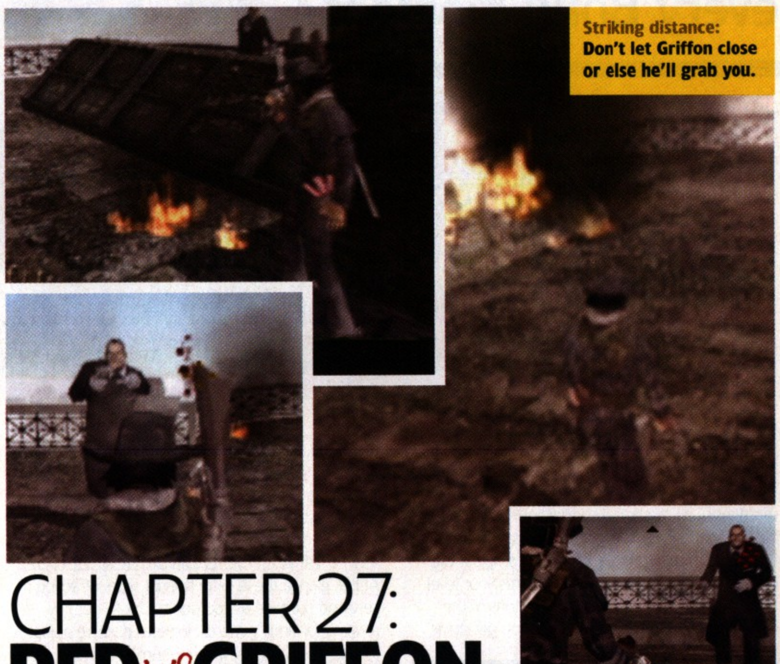
Once you make it to Daren, which is no mean feat in itself, try and employ similar tactics to the ones you have used before. If your bullets are hitting Daren then he can't fire back at you so empty your weapon into him and then move out of sight, using the brick walls as cover whilst you reload. You will see his cannon glow before he fires it, so get out of Daren's line of fire quick smartish. You should have plenty of Deadeye built up so use them to really deal out some damage to Daren. Keep up the barrage and he will soon go down. ■

Fire in the hole: Dynamite flushes Diego out quickly.

CHAPTER 23:
RED VS DIEGO

It's time to bring this brute to justice.

Once you've stopped the train and the boss battle begins, quickly shoot the machine gunner and then climb over the carriage he was on to the other side. Diego is in the carriage with the four shutters. Stand close to the carriage so that the cannon on the roof can't hit you and equip your Dynamite. When one of the shutters opens, throw a stick of Dynamite into the carriage. When it explodes Diego will be hurt, and he will then come out to fight. Equip your most powerful weapon and fill him full of lead. Keep circling Diego, keeping your distance so that he can't bayonet you, and use all the Deadeyes that you have. Enjoy the cut-scene and show the man who stole your father's claim and instigated his death no mercy. ■



Striking distance: Don't let Griffon close or else he'll grab you.

CHAPTER 27:
RED VS GRIFFON

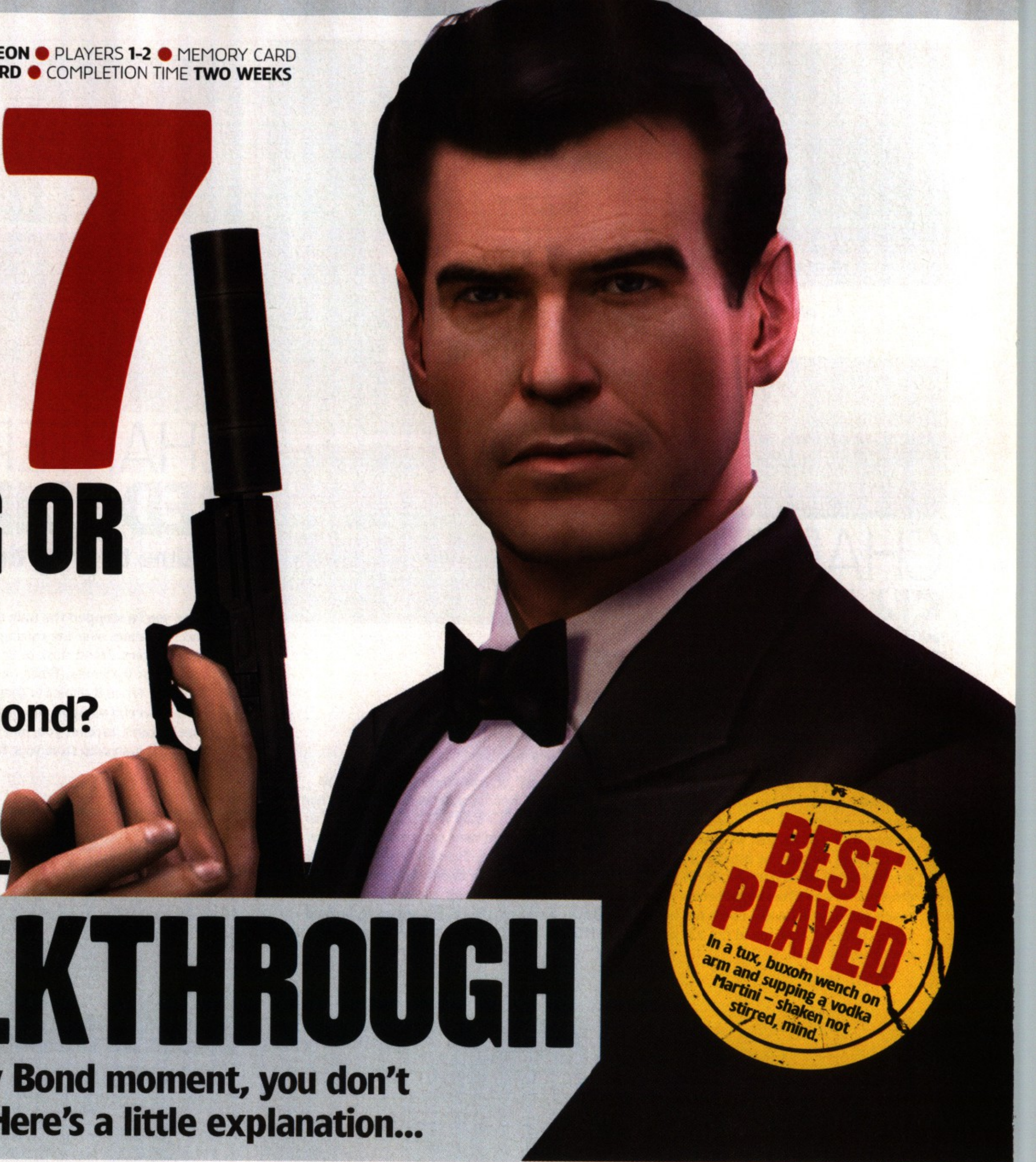
It's the final showdown... la la la la!

Quickly run around behind the chimney in front of you and take cover behind the wall with the spikes on top. Edge to the left-hand side and start to lay down some fire on Griffon, hitting him in the head if possible. When he's out in the open use Deadeyes to maximise the damage that you inflict. Take out any grunts who are giving you hassle as well. Keep an eye out for the Dynamite that a grunt keeps chucking – run away if any lands nearby and try and take him out as soon as possible. When Griffon starts to give chase leg it to the other side of the rooftop. If he gets close to you he will grab you, knock you down and then kick you, inflicting lots of damage in the process. Keep running, taking cover and using Deadeyes on Griffon. When his health is almost diminished, there will be a cut-scene and a final showdown. Take Griffon down using our tactics on the previous spread and you've completed the game. ■

THE FACTS: 007 EON ● PLAYERS **1-2** ● MEMORY CARD SPACE **121KB** ● DIFFICULTY **HARD** ● COMPLETION TIME **TWO WEEKS**

007 EVERYTHING OR NOTHING

Still battling away at Bond? How about a guide to every Bond moment?



BEST PLAYED
In a tux, buxom wench on arm and supping a vodka Martini – shaken not stirred, mind.

THE WALKTHROUGH

Unless you complete every Bond moment, you don't unlock any of the cheats. Here's a little explanation...

BOND MOMENTS

Scattered throughout each level are secret scenes which, when triggered will award you a priceless moment of extra-special satisfaction. Each level has a certain amount of these 'Bond Moments' (which are revealed once you have complete the mission once) and these count towards your level score. Outlined here are all the locations of the Bond Moments in the game, but if you get stuck and need extra clues, keep referring back to the Pause Menu where they'll be a different tip at the bottom of the screen to help you each time you access it.

Picked up Desert Eagle
15 - 10
MPSK

WHY FIND THE BOND MOMENTS?

At first glance these extra special slices of action serve no purpose as you don't actually get any rewards for finding them. However, if you're going for the Gold medals, which in turn unlock the Platinum medals (see 'Medal of Honour') getting all the Bond Moments will improve your score and put you in better stead for reaping the rewards.

When you unlock a Gold medal, you'll unlock special extras such as production stills, multiplayer characters and weapon upgrades – and if you get a Gold medal on the '00 Agent' difficulty setting (sometimes it is impossible to get Gold on any lower difficulty as your score won't be sufficient enough), you'll unlock the extra Platinum objective and be able to play for those all-important cheat codes.

BOND MOMENT WALKTHROUGH

Outlined here are all the Bond Moments in the game. You'll know when you've found one because a platinum '007' logo will flash up onscreen. You can check the ones you've got by pressing the ◎ button on the score screen once the level has been completed.

INTRO LEVEL:

GROUND ZERO

● **Bond Moment 1:** After picking up the briefcase, either rappel up to the ledge where the rocket-launcher guy is, or rappel back down after destroying the plane.

● **Bond Moment 2:** After destroying the plane and the two armoured tanks from up on the balcony, drop back down to the ground and look over to the building on the left of the courtyard. Two enemies will start abseiling down from the top tier, shoot them as they descend.

LEVEL 1:

A LONG WAY DOWN

● **Bond Moment 1:** When you hit the ground after your first descent, look over to the left to see a rappel point on the top of the building. Climb up there to get the hidden Dragunov Sniper Rifle.

● **Bond Moment 2:** After getting the Sniper Rifle, drop back down to the ground and then run through the tunnel on the left. Pull the lever at the end to activate the steam vents, scolding all the nearby guards.

● **Bond Moment 3:** After tossing the bomb into keep going down until you reach a platform

BEAT THIS → TO GET THE PLATINUM MEDAL IN THE RED LINE LEVEL, YOU MUST COMPLETE THE COURSE IN 4:50. BUT

MEDAL OF HONOUR

MAKE BOND EVEN MORE ATTRACTIVE BY ADDING SOME MEDALS...

PLATINUM PERFECT

When you complete each mission on the '00 Agent' difficulty setting, you'll unlock the special 'Platinum' objective. Play the level again on the '00 Agent' difficulty and you'll be set the Platinum objective as well as your usual objectives. This extra objective can usually be found displayed on the pause menu along with your other objectives, although on some levels it may only be set at a certain point in the level – like on the 'Sand Storm' level for example. Once you complete the Platinum objective, along with all your standard objectives and go on to complete the mission, you'll be awarded the Platinum medal – and by collecting enough of these you'll be able to unlock cheat codes. Be warned though, any attempts to use cheats in order to complete the levels on the '00 Agent' difficulty will result in the Platinum objective not being unlocked. Nice try, sucker!

MC Shan: Get Golds to unlock really juicy pics. Er, like this one.

MEDALS OF HONOUR

Platinum objectives often require you to complete all or certain parts of the level within a certain time or equally taking stuff like completing the stage without taking any damage or using any weapons. After the first Platinum medal earned, you'll be awarded a cheat for every odd number of Platinum medals collect thereafter. Here are the first few cheats to get your started...

These codes should be entered on the pause menu.

CHEAT	CODE
Golden Gun	◎, △, ⊗, ◎, △
Improved Traction	◎, ⊗, ⊗, ▣, △
Improved Battery	◎, ▣, ▣, ⊗, ◎

leading inside a building. Once in, go right and then flip the table near the window for cover from the abseiling enemies that emerge.

- **Bond Moment 4:** When you drop down to the next big platform, pull the lever on the wall en route to disabling the fire vents to scold the next batch of enemy troops.
- **Bond Moment 5:** When heading through the building to get to the deactivated fire vents, target the weak points on the ceiling and shoot them to send the roof falling down – it must crush an enemy to register as a Bond Moment, though!

LEVEL 2:
TRAIN CHASE

Note: We have found it is only possible to get all three Bond Moments using the car – the pillar-jump one didn't seem to register when using the bike, but by all means give it a go.

- **Bond Moment 1**: Take the car and head out of the complex and along the open roads. When you reach the tunnel, look out for a side road leading up between some large rocks on the left. Now stay on this route and when you start rolling up a long slope, fire Rockets at the helicopter at the top.
- **Bond Moment 2:** When you land after blasting the helicopter, head into the Egyptian-looking area and when you see the pillars up ahead start to topple, veer left slightly and use the ramp to jump over them.
- **Bond Moment 3:** This occurs when jumping off the large slope onto the train track at towards the end of the mission.

LEVEL 3:
AN OLD FRIEND

- **Bond Moment 1:** When the mission begins, wait until the man pacing to the right of the crate turns and starts walking away, then crouch-walk over to the nearest man behind the console, target him using L1 and then press ▣ to stealth kill him. Repeat this on the second guy at the console and then take out the pacing guard before he can raise the alarm. When the first carriage has been completely stealthily, you'll get the moment.
- **Bond Moment 2:** In the second carriage, crouch-walk over to the guy over to the right and stealth kill him, then pick up the spanner on the counter next to him (press ▣). Don't make the mistake of stalking the second guard as he will almost certainly spot you. So stay where you are, crouched behind the counter next to the first guard and wait for the second guard to smell a rat and come over. As he gets near, target him using L1, then quickly press L2 to stand up and almost simultaneously press ▣ to throw the spanner at him, knocking him out cold before he realises what hit him!
- **Bond Moment 3:** In the third carriage, you will see a guard walking away from you as you enter. Don't go after him straight away, instead wait behind the crates straight ahead of you until we walks back again. As he turns away, follow him, target him and press ▣ to kill him as

➔

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

Q&A

THE GAME'S TOUGHEST SECTIONS – CRACKED!

Q In the Serena St Germaine level, how do I get back to the road block? I know it's got something to do with the fireworks factory.

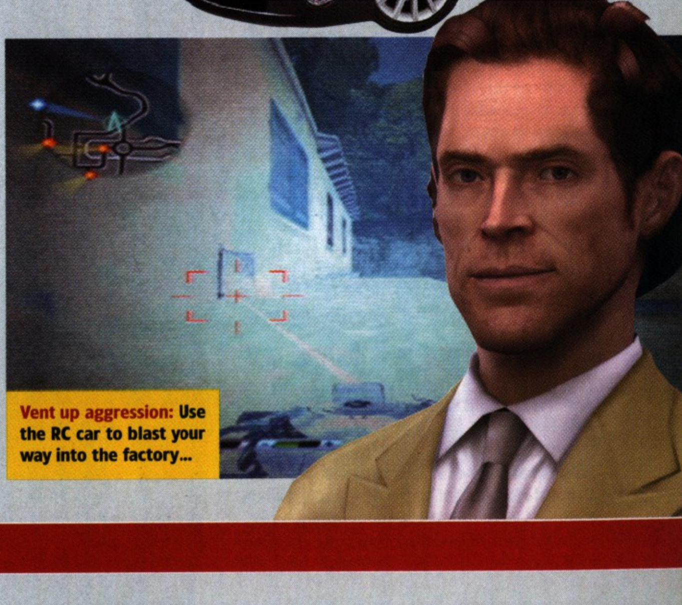
A Indeed it has. Drive to towards the firework factory and on the opposite side of the road you should see a blue designated parking spot. Stop there and press w to deploy the RC car. Drive this up the steps of the firework factory and to the balcony at the top. You should see a vent, get close, target it and repeatedly press u to shoot it out, then go through and start shooting the firework crates to trigger a distracting explosion.

Q On the level, The Final Card, how do I defeat Diavolo's jet fighter once I get out of the control room?

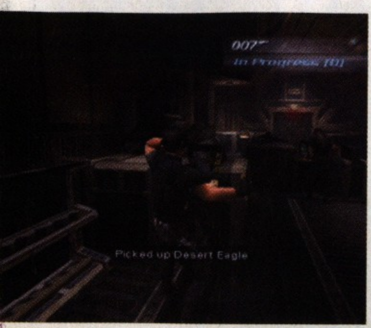
A Run straight to the front of the elevator and take cover behind the central girder that goes vertically up the face of the lift. Then equip your AT-420 rocket launcher and wait until Diavolo's plane stops firing. Use this brief opportunity to blast it with a couple of Rockets before taking cover again. When the fiery gust sends the plane upwards, take the opportunity to run to the back of the lift for armour supplies or stock up with more Rockets from the crates at the front of the lift. Diavolo's plane has three separate energy bars to eradicate, but as long as you stay covered behind the girder, you shouldn't have too much trouble.

Q Here's one I bet you can help me with. In the Battle In The Big Easy level, how do I blow up the factory?

A Deploy an RC car to go up the duct and then shoot the steam vent when you come out onto the factory floor. When the guards have been cleared, edge forward and drop off the edge of the platform, then go left, right, left to reach the fuel access panel. Shoot it and then watch the fireworks.



Vent up aggression: Use the RC car to blast your way into the factory...



Big bang: Cause a distraction with fireworks. It works too.

Bomb's away: Wreck the three boats for a Bond Moment.

before. There is a second guard walking horizontally along the carriage up ahead. Wait by the crates just next to the passage-way leading up the carriage and you'll see him emerge, turn around and start walking back across. Just after he turns, sneak down, get behind him and stealth kill.

● **Bond Moment 4:** In the fourth carriage, quickly sneak down the left-hand side, kill the first guard walking away followed by the second down the far end operating the computer. The third guard is walking back up the carriage, so head around to the other side of the divide and take him out.

LEVEL 4
SAND STORM

● **Bond Moment 1:** Blow up the bridge in the second canton. Use missiles from a distance and it's a piece of cake.

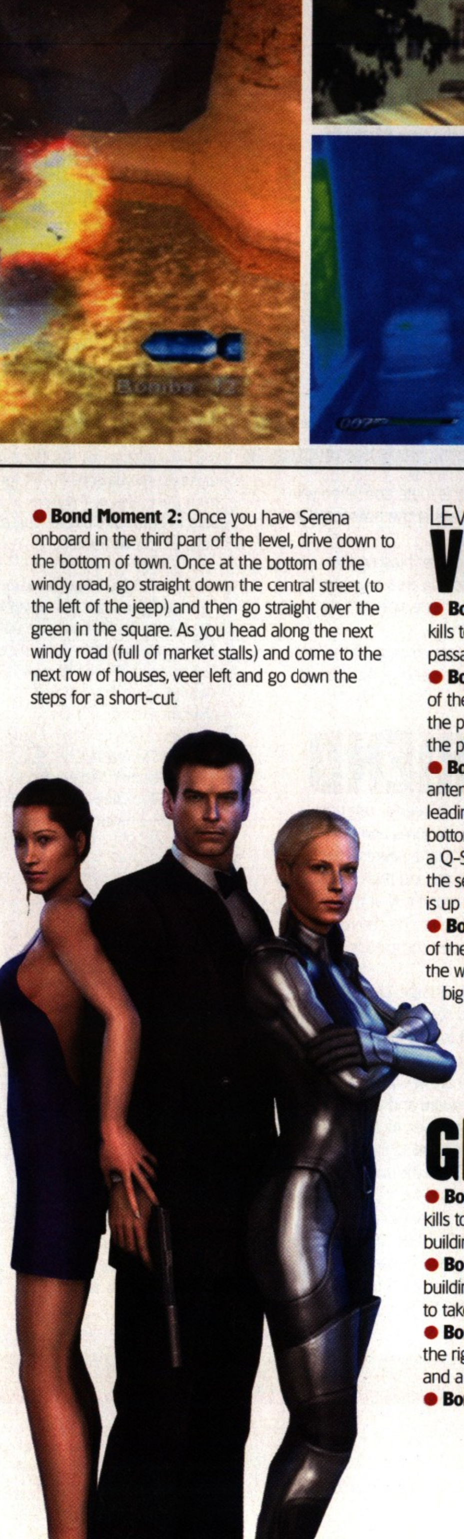
● **Bond Moment 2:** Take out the three boats. Press R2 to equip bombs, hover low, press L1 to deploy flairs and distract their fire and let rip.

● **Bond Moment 3:** When following the General's chopper through the temple, avoid getting burnt by the flames that shoot out of the walls. For this, just stop and wait for the flames to die down before flying past.

LEVEL 5:
SERENA ST GERMAINE

● **Bond Moment 1:** Use the RC car to get inside the fireworks factory and trigger an explosion to distract the enemy jeeps containing guards at the road block.

● **Bond Moment 2:** Once you have Serena onboard in the third part of the level, drive down to the bottom of town. Once at the bottom of the windy road, go straight down the central street (to the left of the jeep) and then go straight over the green in the square. As you head along the next windy road (full of market stalls) and come to the next row of houses, veer left and go down the steps for a short-cut.



LEVEL 6:
VERTIGO

● **Bond Moment 1:** Use sleeper darts or stealth kills to take out the first four guards in the mine passage quietly.

● **Bond Moment 2:** When you reach the bottom of the antenna, drop down the shaft at the end of the passage and equip your thermal vision. Follow the passage around to get the hidden AT-420.

● **Bond Moment 3:** When at the bottom of the antenna, stand at the bottom of the next shaft leading upwards and shoot the boards at the bottom of the dead-end blockade. Then send a Q-Spider into the gap to go and open up the secret weapons cache in the room which is up above.

● **Bond Moment 4:** Target the barrels at the foot of the antenna structure and shoot them to send the whole lot crashing down in a big explosion.

LEVEL 7:
SERENA ST GERMAINE

● **Bond Moment 1:** Use sleeper darts or stealth kills to quietly take out the two guards in the building you start off in.

● **Bond Moment 2:** Go right out of the first building and then use sleeper darts or stealth kills to take out the next two guards.

● **Bond Moment 3:** Rappel up the high wall on the right to find a secret area containing armour and a Sniper Rifle.

● **Bond Moment 4:** When you rappel up the old winch, deploy a Q-Spider at the top and send it scurrying along the narrow ledge. You can then use it as a bomb to take out enemies below by walking it off the edge.

LEVEL 8:
DEATH OF AN AGENT

Bond Moment 1: Deploy a Q-Spider through the gap at the end of the passage and then guide it up the ramps before dropping it off the edge of the platform amongst the guards, wiping them all out.

● **Bond Moment 2:** When you drop into the catacombs, equip your thermal vision and follow this route; right, second left, go right and then quickly right again into the small room to get the AT-420.

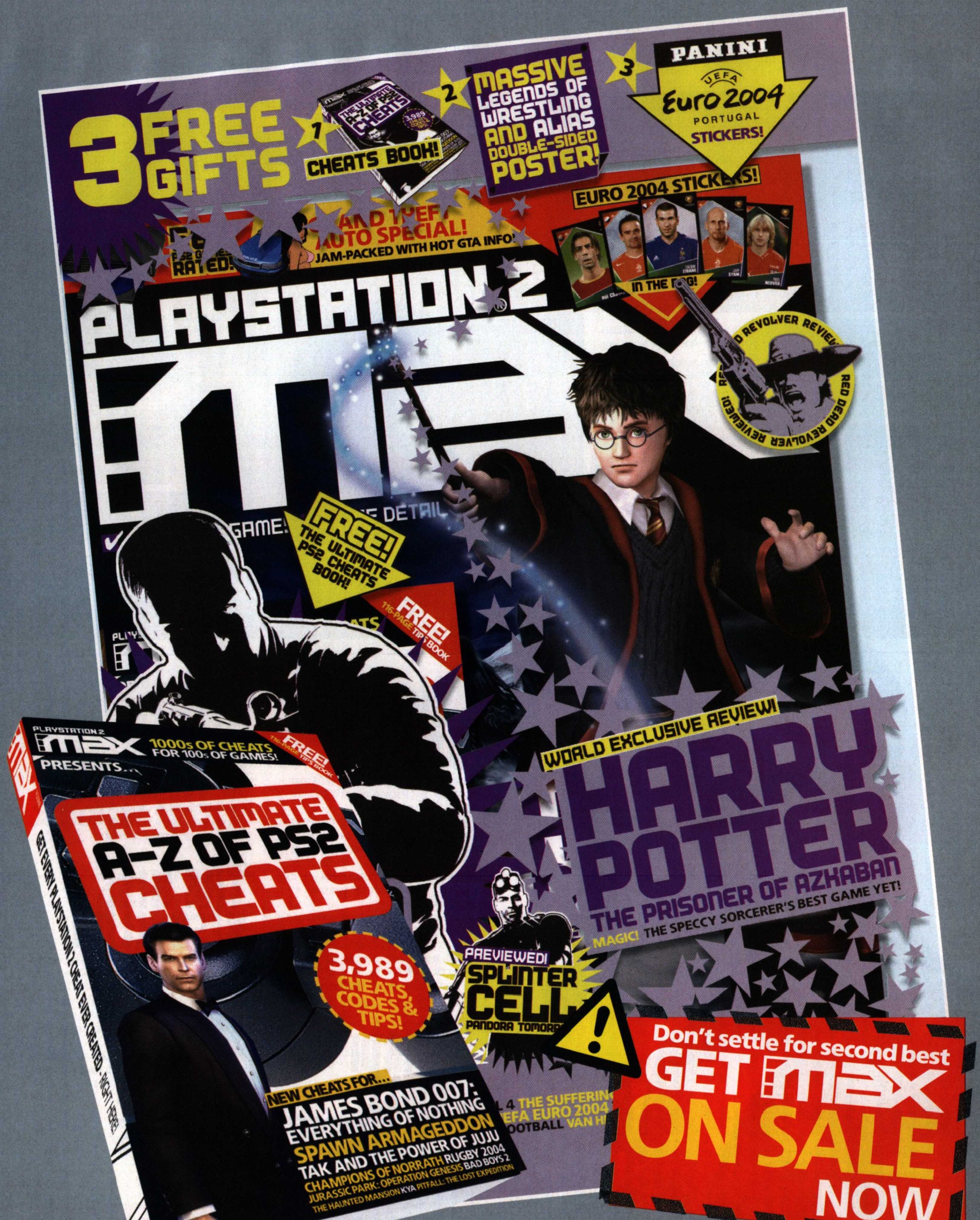
● **Bond Moment 3:** When you emerge after the catacombs, pull the lever to the right and then wait for the enemies to start coming up the passage. When three or more are grouped near the barrel, shoot it to take them all out.

● **Bond Moment 4:** A short way down after jumping off the cliff, shoot the explosives on the large central platform to take out the sniper targeting you.

● **Bond Moment 5:** As you near the bottom of the cliff, look for a short-cut gap between a rock and a platform and drop through it.

● **Bond Moment 6:** Straight after the short-cut, shoot the white canisters on the next platform down to take out the sniper.

• *Turn the page to get all the Bond Moments in Chapters 9 through to13!* ➔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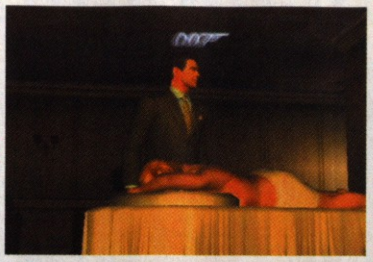
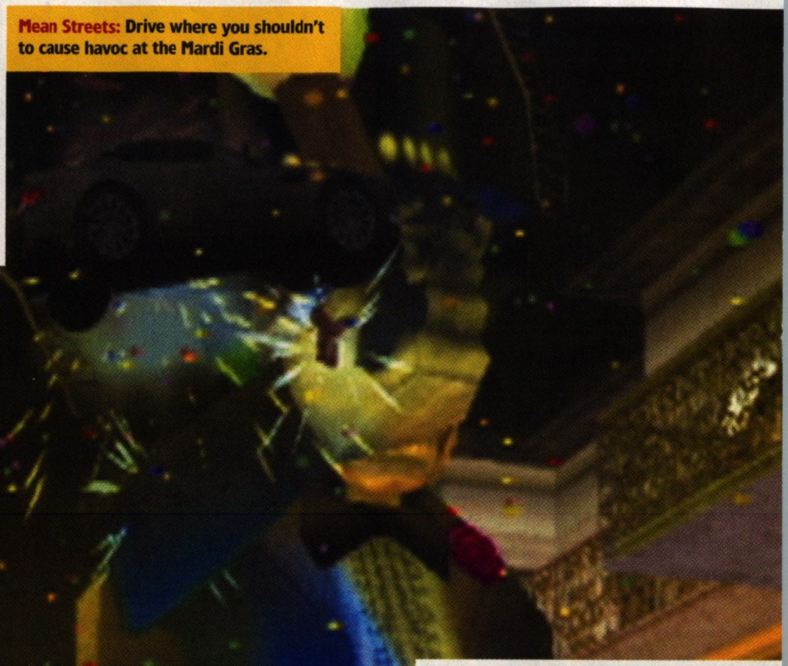
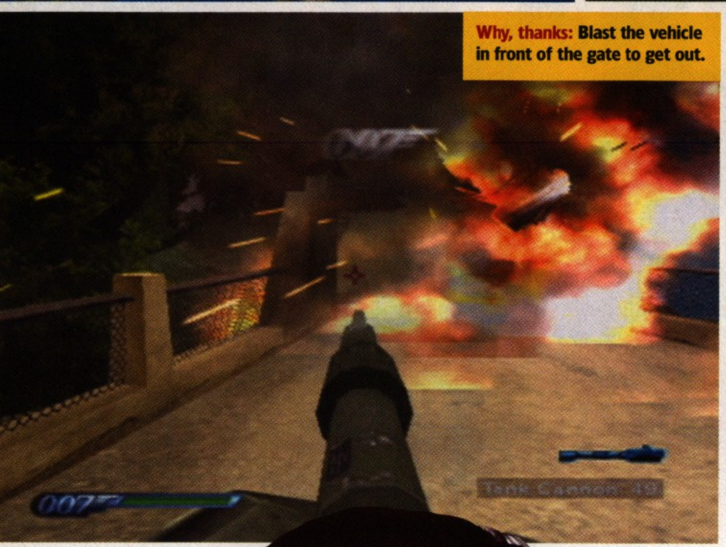
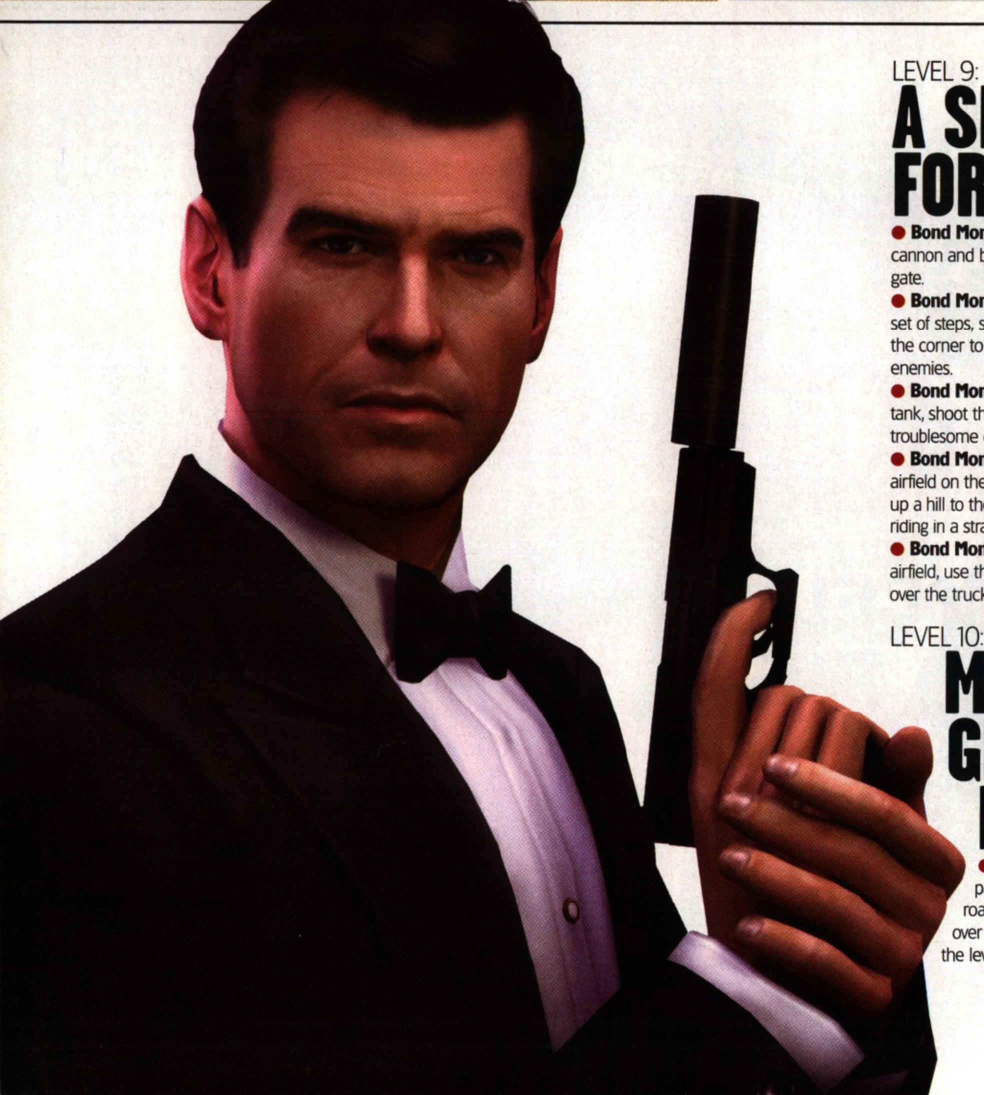




Mean Streets: Drive where you shouldn't to cause havoc at the Mardi Gras.



Why, thanks: Blast the vehicle in front of the gate to get out.



LEVEL 9:

A SHOW OF FORCE

- **Bond Moment 1:** Switch to the tank's main cannon and blast the jeep in front of the main gate.
- **Bond Moment 2:** At the top of the second set of steps, shoot the barrels as you go around the corner to take out the two bazooka-toting enemies.
- **Bond Moment 3:** At the big stand-off in the tank, shoot the petrol pumps to take down the troublesome chopper.
- **Bond Moment 4:** When heading towards the airfield on the bike, you'll notice a short-cut leading up a hill to the right of the road – take it and keep riding in a straight line right to the top.
- **Bond Moment 5:** At the entrance to the airfield, use the ramp next to the jeep to jump over the truck.

LEVEL 10:

MARDI GRAS MAYHEM

- **Bond Moment 1:** After leaving the park in your car, go right and when the road straightens out, veer right and go over the wooden bridge there to live up to the level's name and indeed cause mayhem at the Mardi Gras!
- **Bond Moment 2:** Conceal your car in the back of the truck. Press the button on the side of the truck to open the back doors and then drive your car in.
- **Bond Moment 3:** Head out through the searchlight yard in your car and then head up through the large pipe on the opposite side of the car park for a hidden short-cut.
- **Bond Moment 4:** Use your electro magnet to slow the limo down and then get in front and stop it completely using your acid (■).

LEVEL 11:

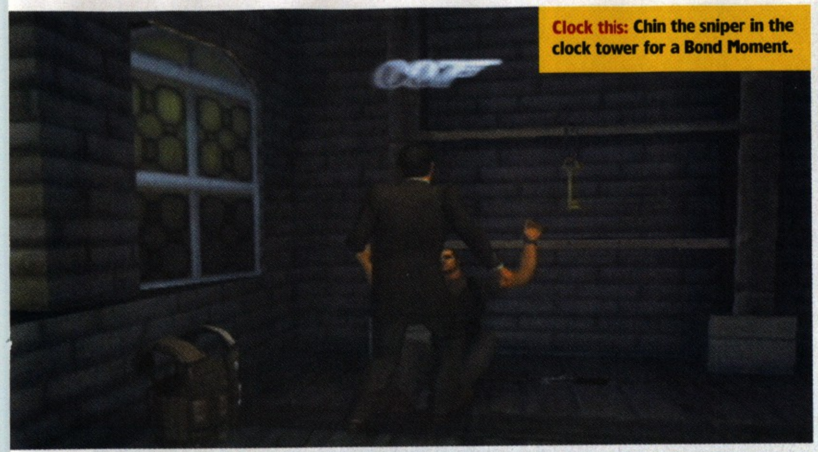
THE KISS KISS KLUB

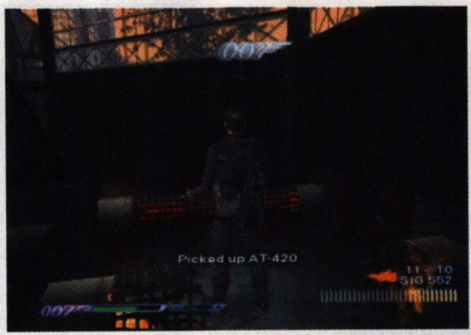
- **Bond Moment 1:** When you rappel up intol the club, approach the woman lying on the bench and press ⊗ to give her a cheeky rub-down.
- **Bond Moment 2:** During the shoot-out in the bar, pull the lever at the end of the bar to drop a gantry down on the punks occupying the dance floor.
- **Bond Moment 3:** Head out onto the dance floor and shoot the guys up on the tier, causing them to fall down and smash tables.

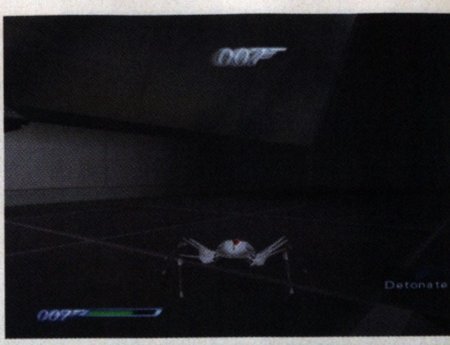
LEVEL 12:

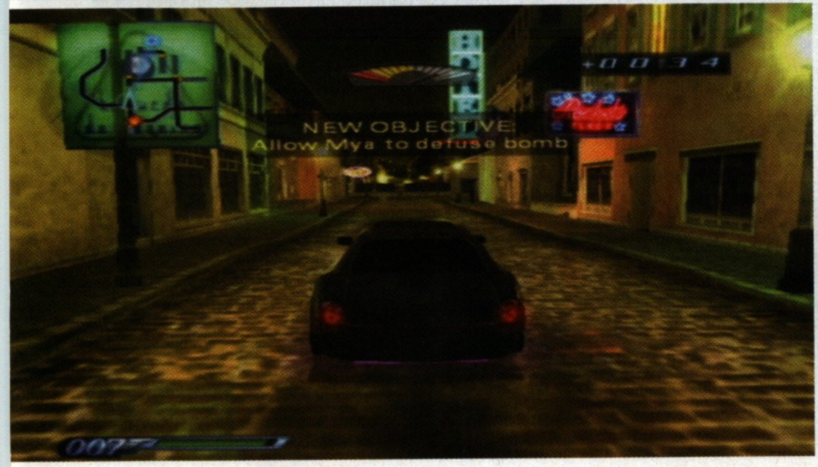
DEATH'S DOOR

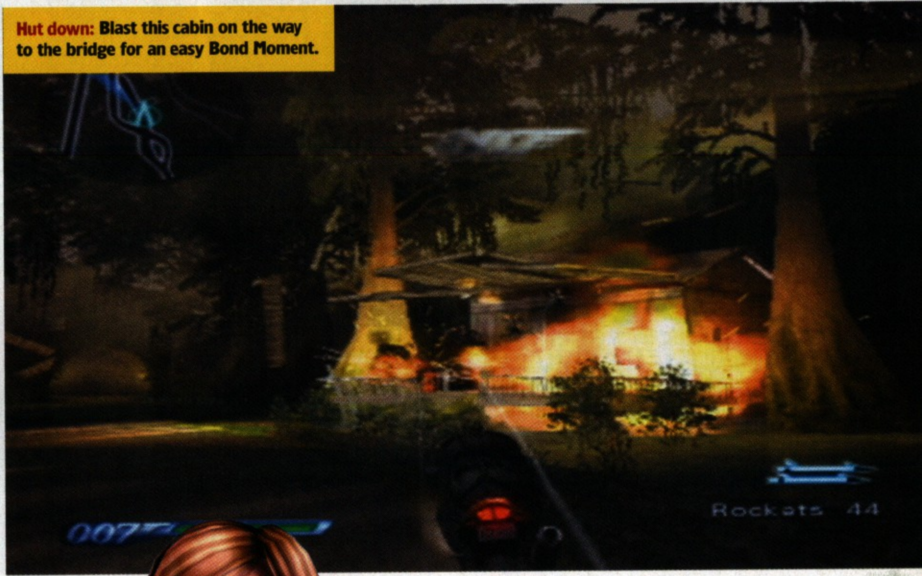
- **Bond Moment 1:** When out in the graveyard, head into the porch of the building on the left, hide


Clock this: Chin the sniper in the clock tower for a Bond Moment.








Hut down: Blast this cabin on the way to the bridge for an easy Bond Moment.

behind the crates to get the Sniper Rifle and then deploy a Q-Spider into the hole in the wall for some secret supplies.

- **Bond Moment 2:** When heading through the graveyard, kill the enemy that tries to open the metal gates.
- **Bond Moment 3:** Rappel up into the clocktower and take out the sniper using unarmed combat.
- **Bond Moment 4:** Shoot the fuse box from the balcony of the building to open the door to the catacombs.
- **Bond Moment 5:** Shoot the barrels to burn Jean Le Rouge.
- **Bond Moment 6:** Shoot the gas pipes to burn Jean Le Rouge.

LEVEL 13:

BATTLE IN THE BIG EASY

- **Bond Moment 1:** Use your smoke screen device (L1) to lose any enemy tails.
- **Bond Moment 2:** Use your RC car to blow up the factory.
- **Bond Moment 3:** Complete all your objectives quickly and drop Mya back to her house.

LEVEL 14:

FADED SPLENDOUR

EASTER EGG ALERT!

If, when using the Q-Spider, any enemies spot it, they'll utter the words, "You gotta be kiddin' me!" A slightly ruder variant of which is uttered by a character in the film, The Thing when they spot a similar-looking arachnid!

- **Bond Moment 1:** Use sleeper darts and the nano suit to get up into the attic without being seen. There are the two enemies around the corner, one in the room beyond and a sniper up above to avoid.
- **Bond Moment 2:** Once up in the attic, deploy a Q-Spider to go through the gap in the boards down the far end and send it down the ramp. At the bottom of the ramp, position it next to the fuse box and detonate it to open up a secret weapons cache.
- **Bond Moment 3:** In the main hall, shoot the weak spot on the chandelier to send it crashing down to the floor, killing all the guards unlucky enough to be standing below.

LEVEL 15:

THE MACHINERY OF EVIL

- **Bond Moment 1:** Head down the steps that lead underground and head over to the large chamber with two red connecting pipes on the back. Utilise your Bond Sense then target and destroy both pipes to be able to access the hidden AT-420 in between them.
- **Bond Moment 2:** When you destroy the chamber in the far-left corner, electricity outside will force you to go underground. When you're down there, there will be much enemy activity, but look out for the alcove with two enemies standing inside. Target the pipe in between them and shoot it.
- **Bond Moment 3:** This occurs when you send a Q-Spider into the underground vent to open the doors to the last chamber. As soon as the spider goes up the ramp into the main chamber, the Bond Moment will register.

LEVEL 16:

THE PONTACHART RAIN BRIDGE

- **Bond Moment 1:** Just after you start off, use the bank to jump over the locked gate (don't shoot it or else you'll miss the moment). To get the necessary height, pull a wheelie just before hitting the bank.
- **Bond Moment 2:** After landing from the gate jump, head down the right-hand path and then blast the enemy-filled cabin on the right with missiles.
- **Bond Moment 3:** About halfway along the bridge, there'll be a chunk of road ramping up to the left. Ride up this ramp and then use the two hanging chunks of road to jump over to the opposite side of the road to perform a stunt truly worthy of Bond.
- **Bond Moment 4:** After the cut-scene showing Jaws in the distance, press and hold L1 as you get ear the tanker blocking the road to slide under it in dramatic fashion.

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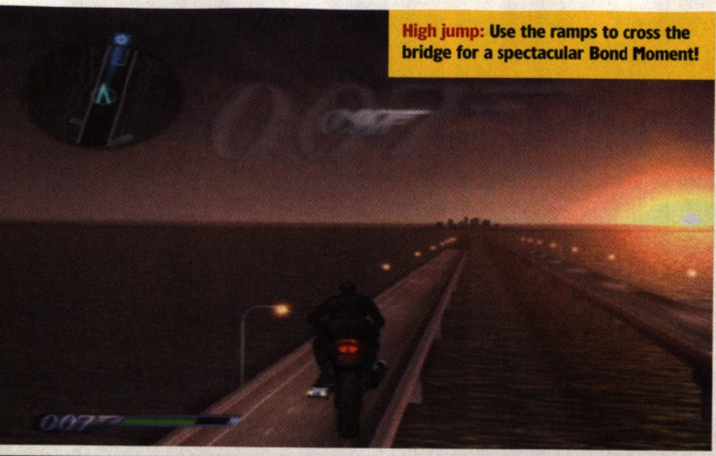
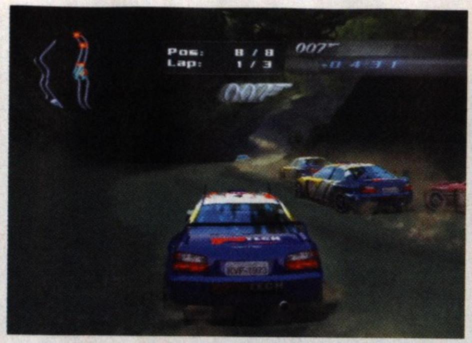
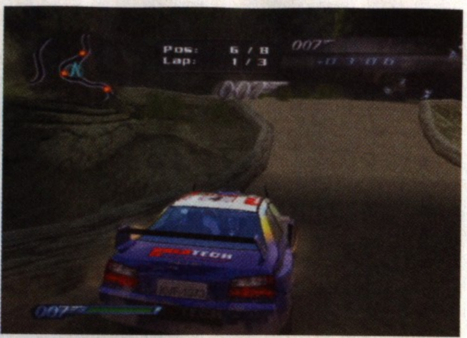
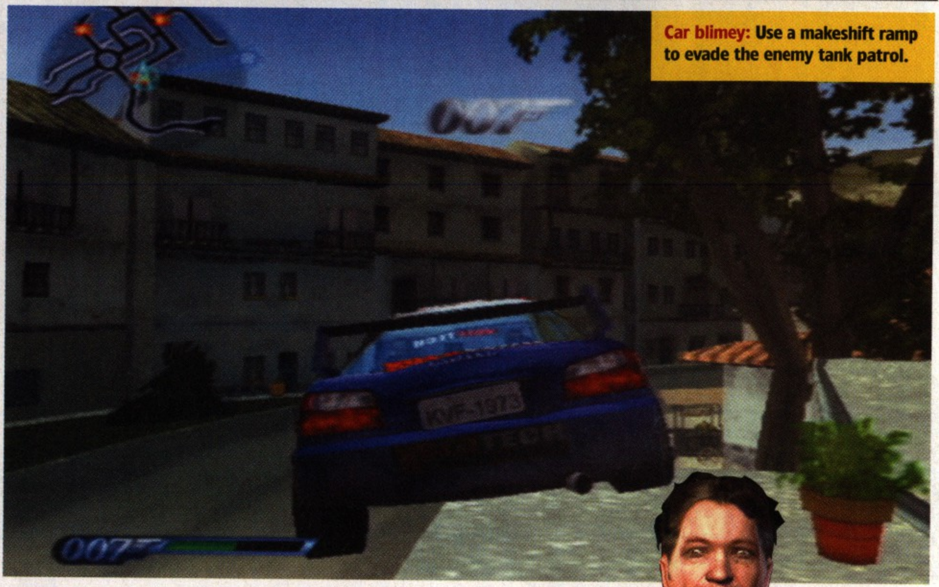


High jump: Use the ramps to cross the bridge for a spectacular Bond Moment!





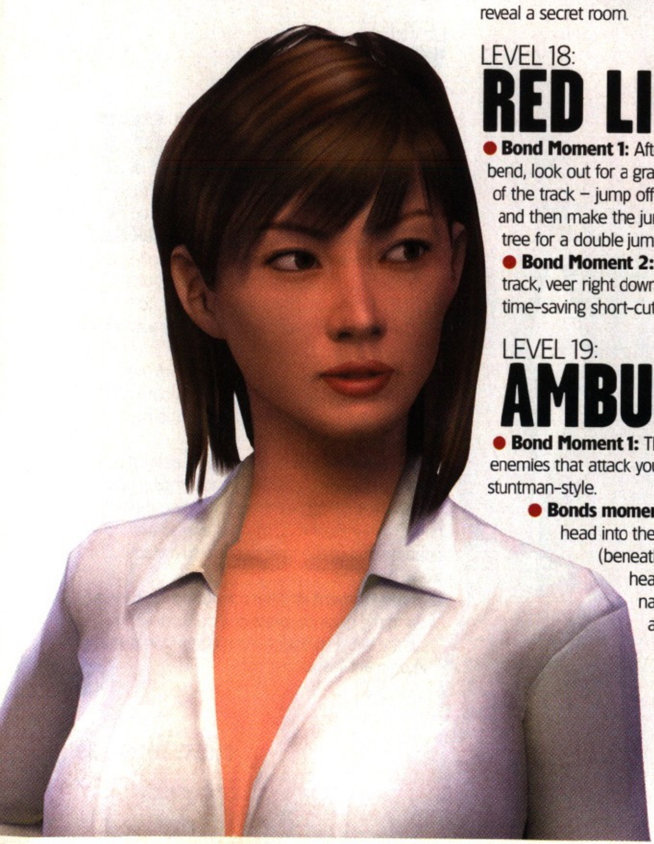


Car blimey: Use a makeshift ramp to evade the enemy tank patrol.

LEVEL 17:

A SIMPLE EXCHANGE

- **Bond Moment:** Use your EMP grenades to shut down the two security cameras in the lounge area downstairs, the one at the top of the stairs and the one over to the right as you creep out onto the upper tier.
- **Bond Moment 2:** Press the button on the control box in the outside area to disable the laser tripwires upstairs.
- **Bond Moment 3:** Use a dart to put the man in the outside area to sleep, then pick up his keycard and use it on the drinks cabinet in the corner to reveal a secret room.



LEVEL 18:

RED LINE

- **Bond Moment 1:** After going around the first bend, look out for a grassy mound to the right of the track – jump off of this, fly over the road and then make the jump down to the left of the tree for a double jump Bond Moment bonus!
- **Bond Moment 2:** Towards the end of the track, veer right down the steep hill for a big, time-saving short-cut.

LEVEL 19:

AMBUSHED

- **Bond Moment 1:** Throw one of the many enemies that attack you off the balcony, stuntman-style.
- **Bonds moment 2:** When downstairs, head into the downstairs lounge area (beneath the upper balcony), head right and go down the narrow passage. The door at the end will lead you to a secret stash of weapons.
- **Bond Moment 3:** Shoot the fuse box from the balcony of the Driver's room to raise the metal shutters.

LEVEL 20:

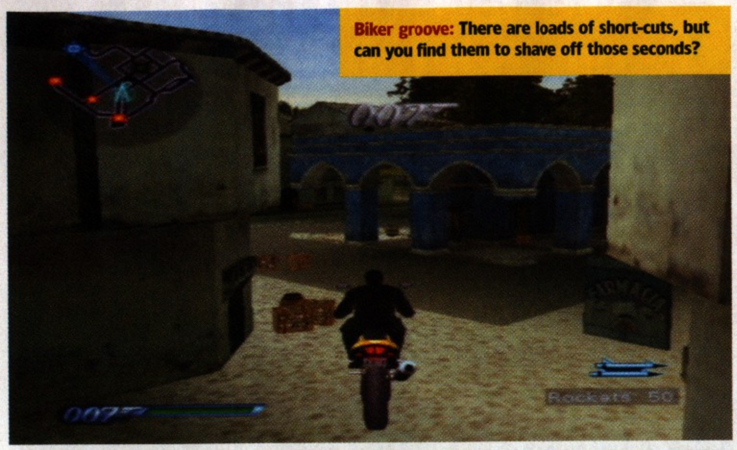
THE HIGH ROAD

- **Bond Moment 1:** When you arrive at the town in your racing car, avoid the tanks by driving up the steps to the firework factory and jumping off the other side.
- **Bond Moment 2:** When you get your bike, ride up the steps to the right of the jeeps and jump over the road to the neighbouring rooftops.
- **Bond Moment 3:** When you fall through the rope bridge at the end of the level and ride down the water chute, press L1 when near to the gargoyle at the end to slide into the mouth.

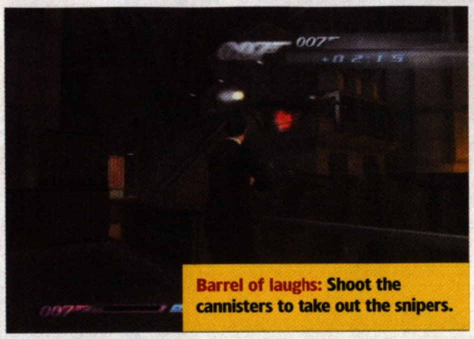
LEVEL 21:

DIAVOLO'S PLAN

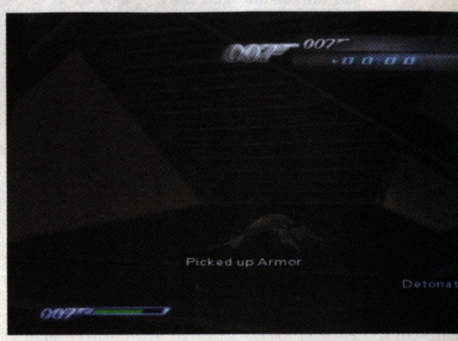
- **Bond Moment 1:** When you escape from the starting room and summon the lift, look out for two men that start shooting from the structure opposite. Target the barrels next to them in Bond Sense and shoot them to take them out.
- **Bond Moment 2:** When in the control room, clear the area of danger and then stand



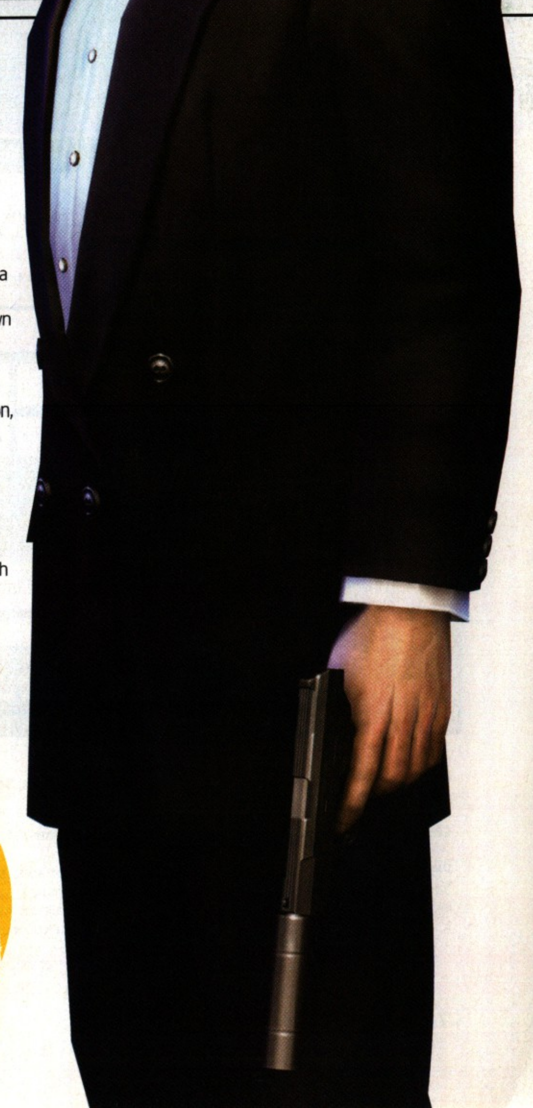
Biker groove: There are loads of short-cuts, but can you find them to shave off those seconds?



Barrel of laughs: Shoot the cannisters to take out the snipers.



Picked up
onate



under the stairs. Deploy a Q-Spider into the area inside the bottom of the stairs to get the hidden armour.

● **Bond Moment 3:** Press the button on the console in the control room to open the door behind the lasers and send a Q-Spider under the lasers and detonate it next to the malfunctioning control panel to the right on the other side of the doorway.

LEVEL 22:

PLATINUM WAR

● **Bond Moment 1:** Just after you break through the first wall, turn right and then use nano shells to target the structure above the tanks down the road, then blast it to send the whole lot crashing down on top of them.

● **Bond Moment 2:** Just after the first Bond Moment, turn left and then shoot the tanker with your main cannon to clear a way through the mall.

LEVEL 23:

DANGEROUS DESCENT

● **Bond Moment 1:** Before you even think about heading down into the laser shaft, deploy a Q-Spider and send in scurrying under the stairs. Blow up the wooden box by detonating it next to it and then send a second spider through the gap. In this section of the level which isn't accessible by foot, there is a battery behind the crates over to the far left and, more importantly, a room over to the right which you can enter via a small gap. Once inside, detonate the spider next to the console to disable all the laser wires.

● **Bond Moment 2:** Use your Q-Spider's sleep darts to knock out the two guards by the doors to the vault.

LEVEL 24:

RED UNDER-GROUND

● **Bond Moment 1:** When you rappel up into the base, press R1 to press yourself up against the edge of the door to the left and then poke out and target the enemy on the gantry opposite, then shoot him.

● **Bond Moment 2:** Still pressed against the side of the entrance, peep out and network tap into the tank below and use it for clear the area.

● **Bond Moment 3:** Walk out onto the walkway and follow it across to the far right to find the Sniper Rifle.

● **Bond Moment 4:** When you head down underground, look out for a control panel next to a suspended tank that you can shoot to send the tank crashing down on the enemy stood under it.

● **Bond Moment 5:** When you take the lift up, dash into the central control booth and flip the switch on the console to the left to drench the nearby enemy in platinum.

● **Bond Moment 6:** When you open the doors at the end of the mission (after cross the bridge), duck behind the consoles and throw a Strobe Grenade at the two rocketeers that are stood behind the opening doors.

LEVEL 25:

THE FINAL CARD

● **Bond Moment 1:** When you network tap into the gun turret (preferably the one on the right if you're facing them), clear the area of enemies using the cannons and when three enemies emerge from the grating down below to the left of the turret, shoot your cannon at the ground in between them all to kill all three in one shot!

● **Bond Moment 2:** Still utilising the cannon, turn and start shooting the other turret. Basically, keep shooting at it until a Bond Moment registers.

● **Bond Moment 3.** When you have accessed the first three control switches, send a Q-Spider through the small vent just before the door leading to the last switch and then use sleep darts from the spider to put the enemies on the other side of the door to sleep.

● **Bond Moment 4:** Shoot the row of monitors hanging from the ceiling to send them crashing down on the enemy. ■

CHEAT ALERT!
Finding this special agent a tough nut to crack? Turn to page 83 for all the cheats!!!

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GET 'EM WHILE THEY'RE HOT!
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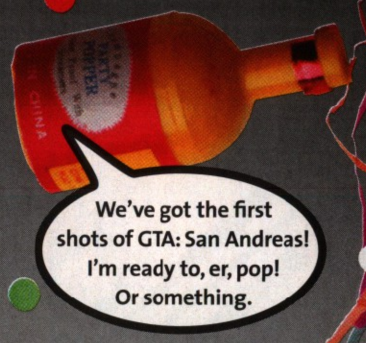
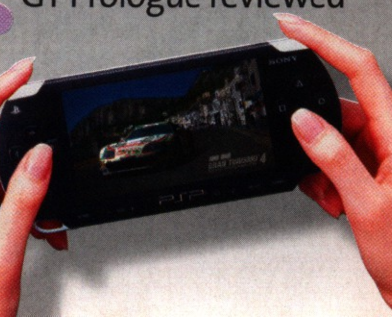

We've got the first shots of GTA: San Andreas! I'm ready to, er, pop! Or something.

PSP HANDS-ON!

See Gran Turismo on Sony's new handheld games console + GT Prologue reviewed



CHEATZONE

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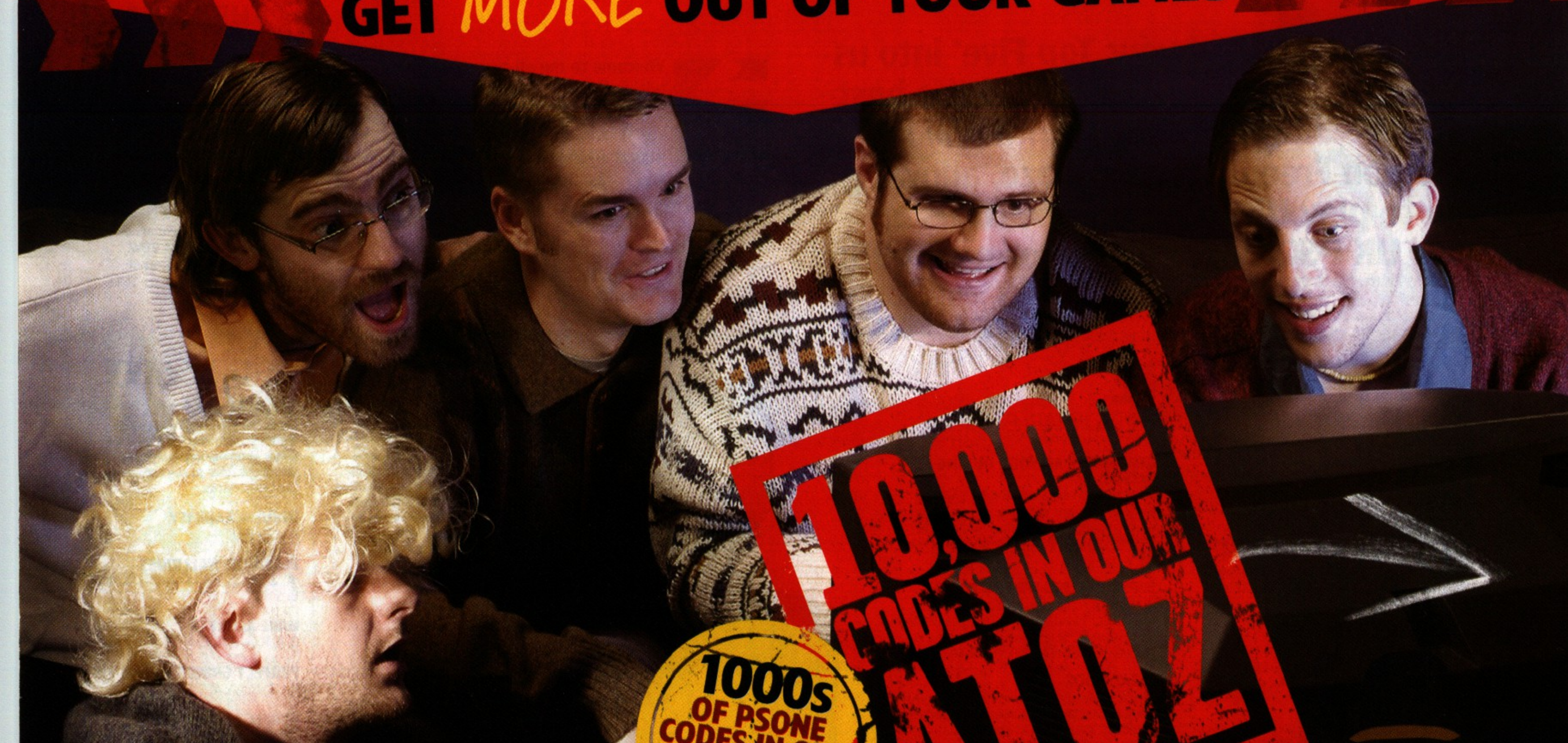

10,000 CODES IN OUR A TO Z

1000s OF PSONE CODES IN OUR A TO Z: THE SEQUEL! p100

THIS MONTH...

P96 ACTION REPLAY/XPLODER
Girl, I'm gonna make you sweat (codes). Sweat (codes) until you sweat (codes) no more. Yep, cheat codes. Thousands.

P110 THE HELPING HAND
You'll believe a hand can speak. And well too. The Hand deals with your questions. And there's some good 'un's.

P114 FINGER TIP
Fight Night 2004. Steve gives you the inside track on the best ways to get ahead in EA's big boxing blowout.

P128 HAVE YOU SEEN THIS IN...
... *Project Zero II*. Japanese scare-fest gets stripped naked by Cundy. Includes a complete Chapter Zero guide. Wooo!

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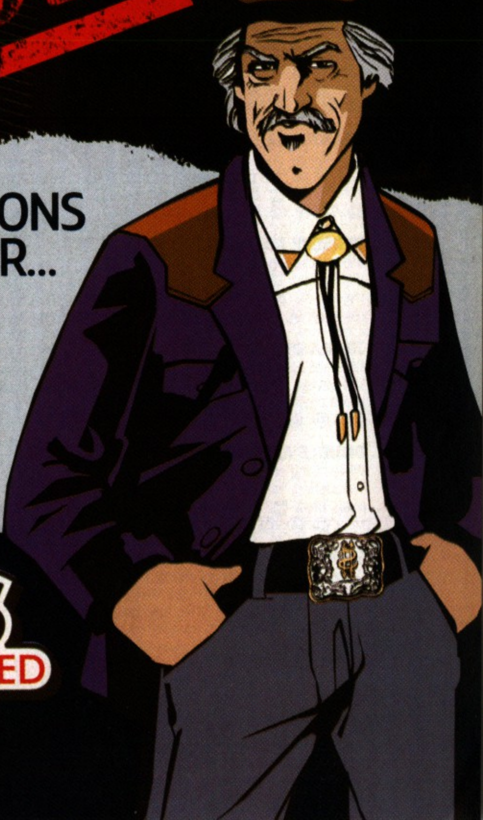
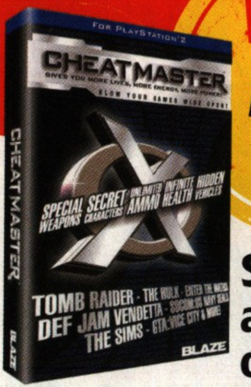


TURN BACK TO PAGE 2 FOR MORE...

OVER 12,000 CODES FOR PS2

A TO Z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* What are your top five platformers? Top five shoot-'em-up's? Top five science fiction films? Top five TV programmes? Top five cakes? Most amusing and inventive entry every month wins the Region Free Disc!

Welcome to the all-new A to Z. Contained within the next 20 pages are over 12,000 cheat codes for your favourite PS2 games. That's one big list. As our very own Steve knows all too well, having compiled it using only matchsticks, marbles and pure, simple love. Still, as we like tell him, you can't whack a good list – which is why, as you scour the following pages, you'll also notice a few extra lists. Lists featuring your favourite TV personalities. Or foods. Or episodes of *Will and Grace*. (*No, Tim. No we won't be doing that* – The Team.) Feel free to send us your own...

THE GAME YOU WANT NOT HERE?

Can't see cheats for the game you're currently beavering away at? Fear not! Just let us know which game you want cheats for, and we'll go out and find them. Nice. WRITE TO: A to Z Cheats, Cheatzone, 30 Monmouth Street, Bath, BA1 2BW. OR EMAIL: cheatzone@futurenet.co.uk

AHA MR BOND...

007 NIGHTFIRE

FOR YOUR EYES ONLY. AND OTHER PREDICTABLE LINES.

Now pay attention 007, here are the latest codes from 'Q' branch that'll unlock a wealth of secret extras for your pleasure...

DRIVE A SHELBY COBRA

Begin play on the 'Enemies Vanquished' level. Press START to pause, then hold L1 and press →, →, ←, ←, ↑, then release L1. You can now use the Shelby Cobra from the 'Paris Prelude' level in the race through the Alps.

BONUS RACE

Begin play on the 'Enemies Vanquished' level. Press START to pause, then hold L1 and press ○, ○, □, □, ⊗, then release L1.

DRIVE AN SUV

While racing on the 'Enemies Vanquished' level, press START to pause, then hold L1 and press □, ○, △, □, △, then release L1.

BONUS RACE IN ALPS

While racing on the 'Enemies Vanquished' level, press START to pause, then hold L1 and press ○, ○, □, □, △, then release L1.

FRANTIC RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START, then hold L1 and press □, △, ○, □, △, ○, then release L1.

BERSERK RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, △, □, △, ○, then release L1.

TRAILS DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, ○, ○, □, then release L1.

DOUBLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause , then hold L1 and press □, △, ○, □, □, then release L1.

TRIPLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, ○, □, □, □, then release L1.

QUADRUPLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, ○, □, □, □, □, then release L1.

SUPER BULLETS DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause , then hold L1 and press ○, ○, ○, ○, then release L1.

CHEAT MODE

For the following codes, select the 'Codenames' option at the Main Menu. Select your character, then enter one of the following codes at the 'Secret Unlocks' screen. Save your Codename after entering the code then exit and begin play.

Level select	PASSPORT
Alpine Escape level	POWDER
Chain Reaction level	MELTDOWN
Countdown level	BLASTOFF
Deep Descent level	AQUA
Double Cross level	BONSAI
Enemies Vanquished level	TRACTION
Equinox level	VACUUM
Island Infiltration level	PARADISE
Nightshift level	HIGHRISE
Phoenix Fire level	FLAME
All gadget upgrades	Q LAB
Bigger clip for sniper rifle	MAGAZINE
Rifle scope upgrade	SCOPE
Camera upgrade	SHUTTER
Decrypter upgrade	SESAME
P2K upgrade	P2000
Golden P2K	AU P2K
Golden PP7	AU PP7
Grapple upgrade	LIFTOFF
Laser upgrade	PHOTON
Stunner upgrade	ZAP
Tranquilizer dart upgrade	SLEEPY
Vanquish car missile upgrade	LAUNCH
All multi-player options	GAMEROOM
Multi-player mode Assassination option	TARGET
Multi-player Demolition option	TNT
Multi-player mode Explosive Scenery option	BOOM
Multi-player mode GoldenEye Strike option	ORBIT
Multi-player mode Protection option	GUARDIAN
Multi-player mode	TEAM
King Of The Hill option	TEAMWORK
Multi-player mode Uplink option	TRANSMIT
Multi-player mode all characters	PARTY

0–9

007: AGENT UNDER FIRE

You'll need to play the game on 00 Agent difficulty to be awarded medals. You can get either gold or platinum medals which offer different bonuses.

GOLD

Golden Gun
Golden CH-6
Unlimited missiles
Golden Accuracy
Golden Clip
Golden Grenades
Lotus Esprit
Rapid Fire
Golden Armour
Golden Bullets
Regenerative Armour
Unlimited Ammo

PLATINUM

MP Map: Rocket
MP Game Mode: Golden Golden
MP Model: Stealth Bond
MP Power-Up: Gravity Boots
MP Model: Guard
MP Weapon: Viper
MP Model:
Alpine Guard
MP Weapon: Calypso
MP Weapon:
Full Arsenal
MP Model:
Cyclops Oil Guard
MP Model:
Poseidon Guard
MP Model: Carrier

A IS FOR...

ACE COMBAT 4: DISTANT THUNDER

We can't help you get through the game straight away – you will need to get through and complete the whole game in Normal Mode before reading on. Now, load up your game and go to the Main Menu. You will see there is a new Game Mode called Expert Mode. Complete this and you will open the hardest setting of them all – Ace Mode.

AGGRESSIVE INLINE

Go to the Cheats screen in the Options menu and then type the codes in on the keyboard. The directions refer to the arrows on the bottom row.

INVULNERABILITY

K, H, U, F, U

ELEVATOR WALLRIDES

↑, ↓, ↑, ↓, ←, →, ←, →, A, B, A, B, S

HAVE ALL KEYS

B, A, K, A, B, A, K, A

PERFECT GRINDS

B, I, G, U, P, Y, A, S, E, L, F

PERFECT HANDPLANTS

J, U, S, T, I, N, B, A, I, L, E, Y

PERFECT MANUAL BALANCE

Q, U, E, Z, D, O, N, T, S, L, E, E, P

SUPER SPIN

←, ←, ←, ←, →, →, →, →, ←, →, ←, →, ↑

UNLOCK ALL CHARACTERS

↓, →, →, ↓, ←, ↓, ←, ↓, →, →, →

UNLOCK ALL LEVELS, PARK EDITOR THEMES

↑, ↑, ↓, ↓, ←, →, ←, →, B, A, B, A

UNLOCK LEVEL KEYS

←, ←, ←, ←, →, →, →, →, ←, →, ←, →, ↑

AIRBLADE

MASTER CODE

Select to play Story Mode then, on the level select screen, press ↑, ↓, ↑, ↓, L1, L2, R2, R1, SELECT + ⊗. If the cheat has worked, you'll hear a sound and all levels, characters and bonuses will instantly be unlocked.

GOD MODE

START, □, ○, △+⊗, □, ○, START

ALL LEVELS OPEN

START, □, ○, △ + □, □, ○, START

NO CLIPS

START, □, ○, □+○, □, ○, START

ALIENS VERSUS PREDATOR: EXTINCTION

UNLOCK CHEATS

Pause during gameplay and press: R1, R1, L1, R1, L1, L1, R1, L1, R1, R1, L1, R1, L1, L1, R1. A Cheats menu can now be accessed by selecting Options at the pause screen. The following cheats are available:

Toggle Unit Spying
Gimme $10000
Player Invulnerable
Clear Fog Of War
Cheat Win
Show LZ's
Enable All Levels

AMPLITUDE

All codes are inputted whilst a song is playing.

BLURRY VISION

R3 (click right analogue stick in) four times, then L3 (the left analogue stick) four times, and then R3 one more time.

MONKEY GEMS

↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘

CHANGE THE NOTE POSITIONS

⊗, ⊗, ←, ←, ↘, ↘, →, →

TRANSPARENT PANELS

↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘
(takes effect in the next game you start)

TUNNEL/TEMPEST MODE

↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘
(input code once for Tunnel, twice for Tempest)

SECRET SONG

To unlock the 26th song in the game (Spaztic by Cosmonaut Zero), you must first beat all 25 songs on Insane difficulty.

ARCTIC THUNDER

Enter the following cheat codes at the Mode Select Menu but remember that they are not effective in Arcade and Points Modes.

No drones
⊡, ⊡, ◎, ◎, L1, R1
Catchup
◎, ⊡, ◎, ◎, ⊡, START
Snowball power-ups
⊡, ⊡, ⊡, L1, ◎, START
Grappling hook
◎, ◎, L2, ◎, ◎, L1, START
Rooster power-ups
R1, R2, L2, L1, ⊡, START
Snowbomb power-ups
◎, ◎, R1, R2, START
Boost power-ups
◎, R1, R1, ◎, R2, START
Random power-ups
R1, R2, ⊡, ◎, R1, R2

ARMORED CORE 3

DROP PARTS

Press and hold down L1, L2, R1, R2 and △ together to drop your right arm weapon, inside parts and back unit.
Press and hold down L1, L2, R1, R2 and L3 together to drop your extension parts.
Press and hold down L1, L2, R1, R2 and ◎ together to drop your left arm weapon.

GAIN ENEMY EMBLEMS

Press START and SELECT while viewing a defeated AC at the victory screen. An audio note will verify that you've acquired the relevant emblem.

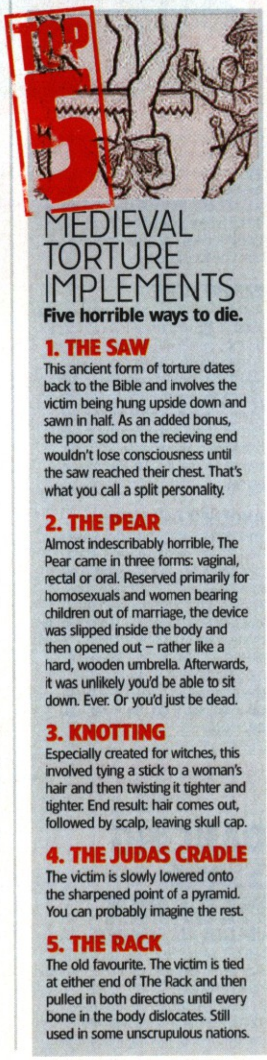
FIRST PERSON VIEW

Insert a memory card with saved game files from Armored Core 2 or *Armored Core 2: Another Age* and use it to save your current progress in *Armored Core 3*. Resume your game and press START to pause. Now press L1, R2, ⊗, ⊡ and the D-Pad to reveal the first person view at the point of pausing. Normal viewpoint returns when the game is unpaused.

ARMY MEN: RTS

There are a whole host of cheats available to boost your plastic platoon's chances of survival. You can enter them at any time during play, just make sure you hold down the R2 button first.

Different Colours
⊡, △, ⊡, ⊡, ⊗, ◎
Drop Paratroopers
◎, ⊡, ◎, ⊡, △, △
Get 5000 Plastic
△, ◎, ⊡, ⊗, △, ⊡
More From Dumptrucks
⊡, ⊡, ⊡, △, ◎, ⊗
Get 2000 Plastic
△, ⊡, ◎, ⊗, △, ⊗
Super soldiers
⊡, ⊡, ⊗, △, ⊗, ⊡
Super enemies
△, △, ⊗, ⊡, △, △
2000 Electricity
△, ⊡, ◎, ⊗, △, ⊗
5000 Plastic
△, ◎, ⊡, ⊗, △, ⊡
Paratroopers
◎, ⊡, ◎, ⊡, △, △
Extra dump truck resources
⊡, ⊡, ⊡, △, ◎, ⊗
Green army is blue
⊡, △, ⊡, ⊡, ⊗, ◎
Tan army is green
△, △, ⊗, ⊡, △, △
Kill your soldiers
⊡, △, ←, ←, △, ⊡



MEDIEVAL TORTURE IMPLEMENTS

Five horrible ways to die.

1. THE SAW

This ancient form of torture dates back to the Bible and involves the victim being hung upside down and sawn in half. As an added bonus, the poor sod on the recieving end wouldn't lose consciousness until the saw reached their chest. That's what you call a split personality.

2. THE PEAR

Almost indescribably horrible, The Pear came in three forms: vaginal, rectal or oral. Reserved primarily for homosexuals and women bearing children out of marriage, the device was slipped inside the body and then opened out – rather like a hard, wooden umbrella. Afterwards, it was unlikely you'd be able to sit down. Ever. Or you'd just be dead.

3. KNOTTING

Especially created for witches, this involved tying a stick to a woman's hair and then twisting it tighter and tighter. End result: hair comes out, followed by scalp, leaving skull cap.

4. THE JUDAS CRADLE

The victim is slowly lowered onto the sharpened point of a pyramid. You can probably imagine the rest.

5. THE RACK

The old favourite. The victim is tied at either end of The Rack and then pulled in both directions until every bone in the body dislocates. Still used in some unscrupulous nations.

SPEED KING

BURNOUT 2: POINT OF IMPACT

HOW TO GET HOLD OF THE HOTTEST CARS...

The cheats for this game, until we hear otherwise, are unlocked by completing various modes in the main game. When you eventually unlock a cheat, you'll be able to access it via a new 'Cheat Mode' option that will appear in the main Options Menu. Here are the delights that you can uncover by racing well and meeting the criteria...

INVULNERABILITY

Win all gold medals in Grand Prix Championship Mode.

RUNAWAY

Win all gold medals in Crash Mode.

FACE OFF

Win all the Face Offs in the first championship.

1997 ECLIPSE CAR

Complete the Custom Championship twice and get the top score in all races.

CUSTOM CHAMPIONSHIP

Get all gold medals in the first championship.

2001 FOCUS SVT CAR

Complete the Custom Championship twice and get the top score in all races.

CLASSIC 1970 CAR

Win Pursuit 2 by destroying the classic 1970 car with the police car.

DRIVERS ED CAR

Complete Driving 101 with all gold medals.

OVAL RACER CAR

Win Face-Off 2 against the Oval Racer.

POLICE CAR

Win Pursuit 1 by destroying the criminal's car before it gets away.

TWO-PLAYER PURSUIT

Successfully complete Pursuit 3.

ATV OFFROAD FURY 2

Ease the fury and enjoy the drive of your life (probably) with these filthy cheats. Select the 'Profile Editor' option at the Main Menu, then select 'Unlock Items'. Now simply go to 'Cheat Codes' and whack in these dirty delights...

Master code
IGIVEUP
All ATVs
SHOWROOM
All games
GAMEON
All tracks
TRLBLAZR
All equipment
THREADS
All championship events
GOLDCUPS
Disable wrecks
FLYPAPER
1000 profile points
GIMMEPTS
San Jacinto Isles
GABRIEL
Aggressive CPU ATVs
EATDIRT

ALL TRACKS

Select Pro Career mode and then enter WHATEXIT as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play with every track now unlocked.

EXPERT MODE

Select Pro Career mode and then enter ALLOUTAI as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play the CPU AI noticably enhanced.

ATV QUAD POWER RACING 2

Start a new profile and enter the following codes at the 'Name Your Rider' screen.

All riders
BUBBA
All Vehicles
GENERALLEE
All tracks
ROADKILL
Maxxed Out Skill
FIDDLERSELBOW
Maxxed Out Stats
GINGHAM
All Championships
REDROOSTER
All Challenge
DOUBLEBARREL

B IS FOR...

BACKYARD WRESTLING: DON'T TRY THIS AT HOME

UNLOCK ALL MOVIES AND FIGHTERS

At the main menu, hold L1 and press ⊗, ⊡, △, ◎, ⊗, ⊡, △, ◎.

UNLOCK DAMEON REDD
Complete Talk Show Mode as any wrestler, then win the Meatlocker Mash in Talk Show mode as JCW's Evil Dead.
UNLOCK EL DRUNKO
Complete talk show mode as any wrestler, then win Truckstop Turmoil in Talk Show Mode as Karnage.
UNLOCK MADROX
Complete Talk Show Mode as any wrestler, then win Club Beatdown in Talk Show Mode as Sabu.
UNLOCK MAD MAN PONDO
Complete Talk Show Mode as any wrestler.
UNLOCK MASKED HORN DOG
Complete Talk Show Mode as any wrestler, then win Backyard Bedlam in Talk Show Mode as Masked Mike.
UNLOCK SALLY
Complete Talk Show Mode as any wrestler, then win the Mansion in Talk Show Mode as Violent J.
UNLOCK TOM DUB
Complete Talk Show Mode as Mad Man Pondo.
UNLOCK TYLENE BUCK
Complete Talk Show Mode as any wrestler, then win the Mall in Talk Show Mode as Shaggy 2 Dope.

BAD BOYS 2

CHEAT MENU

At the title (Press Start) screen, press ◎, ↑, ⊡, △, →, ↓. The sound of a gunshot confirms correct entry. The cheats can be accessed from the 'Police HQ' Menu and can only be used when playing a 'Quick Game'.

BALDUR'S GATE: DARK ALLIANCE

UNLOCK CHEAT MENU

At any during play, press R2+L1 + ← + △ then press t. If the cheat has worked, a cheat menu that features Invincibility and Level Warp options will be unlocked.

SUPER CHARACTER

During play, press R2 + L1 + ← + △ then press R3 (press the right analogue stick inwards.) Your character will jump to level 20 and have access to all feats. They'll also have level one feats on all class-dependant feats and 75,000 gold.

UNLOCKABLE EXTRAS

Beat the game on any difficulty level to unlock the Gauntlet level. Complete it to unlock the Extreme difficulty setting, then complete the game on that to unlock Drizzt as a playable character.

BALDUR'S GATE: DARK ALLIANCE 2

CHEAT MENU

Begin a game and hold L1,R1,△,◎,⊗,⊡ and press START. A cheat menu should appear with Level Warp and Invulnerability options.

CHEEKY EXTRAS

Begin a game and hold L1 + R1 + △ + ◎ + ⊗ + ⊡ and press L2. This levels your character to Level 10, gives them 45 feat points and 500,000 gold.

EXTREME MODE

Complete the game on any difficulty setting to unlock the Extreme Mode.

UNLOCK DRIZZT DO'URDEN

Complete the game on any difficulty setting. Drizzt can then be selected at the character selection screen by highlighting Allessia Faithhammer and pressing ↓.

UNLOCK ARTEMIS ENTRERI

Complete the game on the Extreme difficulty setting. Artemis can then be selected at the character selection screen by highlighting Allessia Faithhammer and pressing ↓, ↓.

BATTLE ENGINE AQUILA

To activate the following codes, you must start a new game and then enter the codes as case-sensitive names. You can enter multiple codes simply by stringing the codes together in one long name.

Level select
!EVAH!
Invincibility
B4K42
All bonuses
105770Y2

BIG MUTHA TRUCKERS

MASTER CODE

Enter either CHEATINGMUTHATRUCKER or ATJCEHJMJ as a code in the Options screen and all cheats and the Evil Truck will be unlocked. If you choose to have the Automatic Sat Nav, it will always take you to where you will get the best price, but you will not be able to race against the other truckers.

TRUCKIN' CHEATS

Feel guilty about swindling Ma out of her business by using the Master Code? Then enter any of these as codes on the Options screen to unlock everything one by one.

Evil truck
VARLEY
Fast truck
GINGERBEER
$10 million
LOTSAMONEY
Level select
LAZYPLAYER
Unlimited time
PUBLICTRANSPORT
Disable damage
6WL
Automatic Sat Nav
USETHEFORCE
Diplomatic immunity
VICTORS
Small pedestrians
DAISHI

BLACK & BRUISED

Select the Cheat Codes option from the Setup Menu and enter any of the following codes:

INTERCONTINENTAL MODE

START, ⊗x3, ◎x3, ⊡x3, START

ALL BOXERS

START, ⊗, ◎, ⊡, ⊡, R1, R1, ⊡, ◎, ⊗, START

SCRAP YARD SCENE

START, ◎, R1, ◎, R1, ⊗, ⊗, START

INVULNERABILITY FOR BOXER 1

(ENTER CODE ON CONTROLLER 2 FOR BOXER 2)
START, ⊗, ⊗, ◎, ◎, R1, R1, ⊡, ⊡, START

DOUBLE SPEED

START, R1x10, START

CONSTANT POWER-UP FOR BOXER 1

(ENTER CODE ON CONTROLLER 2 FOR BOXER 2)
START, ⊗, ◎, ⊗, ◎, ⊗, ◎, ⊡x3, START

BLADE II

MAIN MENU CHEATS

The following codes must be entered on the Main Menu before starting a game. If the code has worked a message will appear in the top-left corner of the screen.

Level select
(Hold L1 and press)
↓, ↑, ←, ←, ◎, →, ↓, ⊡

All weapons
(Hold L1 and press)
⊡, ◎, ↓, ←, ◎, ◎, △

Daywalker difficulty
(Hold L1 and press)
←, ◎, ↑, ↓, ⊡, ◎, ⊗

BLOODRAYNE

Enter the following codes at the Cheat Menu. A message appears to confirm correct code entry. Once entered, the cheat options must be activated in the Pause Menu.

Unlock God Mode
TRIASSASSINDONTDIE

Unlock Time Factor
NAKEDNASTYDISHWASHERDANCE

Unlock Restore Health
LAMEYANKEEDONTFEED

Unlock Fill Bloodlust
ANGRYXXXINSANEHOOKER

Unlock Secret Louisiana Level
BRIMSTONEINTHEBAYOU

Unlock Gratuitous Dismemberment
INSANEGIBSMODEGOOD

Unlock Juggy Mode
JUGGYDANCESQUAD

LEVEL SELECT
Enter ONTHELEVEL at the Cheat Menu. Return to the Main Menu and highlight 'New.' Hold SELECT and press START to bring up the Level Select Menu. The secret Louisiana level can be accessed by selecting 'LA_HILL'

BLOODY ROAR 3
GALLERY PICTURES
Successfully complete Arcade Mode with the various characters to add their pictures to the Gallery.

SUDDEN DEATH MODE
Survive nine fights in Survival Mode to unlock Sudden Death in Survival Mode. In this mode it's one-hit kills!

SUPER DIFFICULTY
Complete Acrade Mode without using any continues to unlock the Super Difficulty. In this mode, the CPU is set to the highest difficulty imaginable.

NO BLOCKING
Get the highest score in Arcade Mode to unlock the No Blocking Mode. In this mode, you and your opponent cannot guard against attacks.

LOW SPEED
Obtain a ranking with every character in Acrade Mode to unlock Low Speed Mode. In this mode, all moves and throws are executed at half the speed.

HIGH SPEED MODE
Win 100 battles in Survival Mode with a single character and then enter your name in the records to unlock High Speed mode. In this mode, all moves are executed at double speed.

ONE-HIT KNOCKDOWNS
Place first in Sudden Death Mode to unlock One-Hit Knockdowns. In this mode, both you and your opponent can knock each other down with one hit and inflict double the amount of damage in Survival and Versus Modes.

HYPER BEAST MODE
Win ten fights with a single character in Arcade Mode and record your name to unlock Hyper Beast Mode. In this mode, both you and your opponent are permenantly in beast form.

ONE FALL MODE
Win 20 rounds with a single character in Survival Mode to unlock One Fall Mode. In this mode, the first fighter to be knocked down is the loser so you'd better get in there first.

BMX XXX
It's not big, it's not clever, but if you want to reveal even more in this nork-tacular bike game, then enter any of the following codes in the Cheat Menu.

Level select
XXX RATED CHEAT
Stage select
MASS HYSTERIA
Play as Amish Boy
ELECTRICITYBAD
All bikes
65 SWEET RIDES
Hellkitty's bikes
HELLKITTY487
Itchi's bikes
ITCHI594
Joyride's bikes
JOYRIDE18
Karma's bikes
KARMA311
La'tey's bikes
LATEY411
Manuel's bikes
MANUEL415
Mika's bikes
MIKA362436
Nutter's bikes
NUTTER290
Rave's bikes
RAVE10
Skeeter's bikes
SKEETER666
Tripledub's bikes
TRIPLEDUB922
Twan's bikes
TWAN18
Launch Pad 69 level
SHOWMETHEMONKEY
Rampage Skatepark level
IOWARULES
The Dam level
THATDAMLEVEL
Las Vegas level
SHOWMETHEMONEY
Roots level
UNDERGROUND
Sheep Hills level
BAABAA
Syracuse level
BOYBANDSSUCK
Night Vision Mode
3RD SOG
Happy Bunny Mode
FLUFFYBUNNY
Ghost Control Mode
GHOSTCONTROL
Super Crash Mode
HEAVYPETTING
Green Skin Mode
MAKEMEANGRY
Visible Gap Mode
PARABOLIC
All FMV sequences
CHAMPAGNE ROOM
Bonus Movie 1 sequence
THISISBMXX
Bonus Movie 2 sequence
KEEPITDIRTY
Dam 1 FMV sequence
BOING
Final Movie FMV sequence
DDUULRRLDRSQUARE
Las Vegas 1 FMV sequence
HIGHBEAMS
Las Vegas 2 FMV sequence
TASSLE
Launch Pad 69 1 FMV sequence
iflungpoo
Launch Pad 69 2 FMV sequence
PEACH
Rampage Skatepark 2 FMV sequence
BURLESQUE
Sheep Hills 1 FMV sequence
ONEDOLLAR
Sheep Hills 2 FMV sequence
69
Syracuse 1 FMV sequence
FUZZYKITTY
Syracuse 2 FMV sequence
MICHAELHUNT
The Bronx, NYC 1 FMV sequence
LAPDANCE
The Bronx, NYC 2 FMV sequence
STRIPTEASE
UGP Roots Jam 2 FMV sequence
BOOTYCALL
Park editor
BULLETPOINT

BRITNEY'S DANCE BEAT
UNLOCK THAT MUSIC VIDEO
Well, it wouldn't be much of a Britney game without that saliva-inducing *Baby One More Time* video of her parading around high school in a temperature-souring uniform, would it? No, it certainly wouldn't. To unlock this desirable extra, simply acquire 9999 points in Audition Mode. Now sit back, relax and enjoy the view!

BURNOUT
EXTRA MODES
Completing championships has the effect of opening up new modes.

Journeyman GP
Face Off 1
Big Run GP
Face Off 2, Survival, Free Run
Savage Streets GP
Face Off 3
USA Marathon
Face Off 4

C IS FOR...

CAPCOM VS SNK 2
UNLOCK SHIN AKUMA AND ULTIMATE RUGAL
You have to beat these fighters in Arcade Mode. You'll need to fight well as you'll only meet them if you're on top form. Play SNK groove to get Shin Akuma and Capcom to get Ultimate Rugal.

GROOVE EDIT MODE
Defeat either Rugal or Akuma in Arcade Mode.

CHAMPIONS OF NORRATH
LEVEL-UP, GOLD AND POINTS
Begin a game and hold L1 + R2 + △ + R3. This levels your character up to Level 20, gives them 75,000 gold and 999 ability points.

CHAOS LEGION
Finish the game on any difficulty setting to unlock the following:
Liv Special PV (a short film about the making of the theme song)
Extra playable character – Arcia
Total Results menu

Finish the game on Normal to unlock Hard difficulty, and finish it on Hard to unlock Super Mode.

CLOCK TOWER 3
VIEW FMV SEQUENCES
Like any movie you want to watch it over and over again. You need to unlock the Cinema Theatre Mode. All you have to do is complete the game then go to the Main Menu and you'll see the Cinema Theatre option. Then press R1 and you can view the artwork.

ALTERNATE COSTUMES
Alyssa looks nice in her school uniform. But it's a bit boring, right? A bit more Tatu, maybe. So what you want is a wardrobe of alternative costumes. So, finish the game then load a saved game and you'll have a key in your inventory which can be used to open the wardrobe in Alyssa's room. Now you really can dress to impress.

CLEAR MODE
Clock Tower 3 is a tough game, no question about that. For the masochistic among you, it's not quite tough enough. So it's a good job, then, that once you've completed the game, you can access the Clear Mode, which is harder still and offers tougher, faster enemies and an Alyssa who panics at the merest drop of a hat. Nice.

CONFLICT: DESERT STORM 2
EXTREME MODE
Successfully complete the game under the hard difficulty setting to unlock the extreme difficulty setting.

CONTRA: SHATTERED SOLDIER
EXTRA LIVES
During the title screen, press ↑, ↑, ↓, ↓, L1, R1, L2, R2, L3, R3 on controller two. If the cheat has worked you will hear a sound and your first credit upon starting a new game will be worth 30 lives (the credits thereafter take you back to the default number of lives though).

EXTRAS
There are a whole host of extra missions and eggs to unlock in the game by performing well. Here's what you can unlock and how...

Level 5 (training)
Complete level five on the Normal difficulty setting.
Level 6
Complete level five with an 'A' rank.
Level 6 (training)
Complete level six during the normal game.
Level 7
Complete level six with an 'A' rank.
Level 7 (training)
Complete level seven during the normal game.
Final Boss battle (training)
Defeat the final Boss during the normal game mode.
Gallery option
Complete the game with an 'A' rank.
Database option
Complete the game with a 'B' or 'C' rank.
Theatre option
Complete the game under the Normal difficulty setting once.
Satellite Weapon
Complete level five with a 'B' or 'C' rank.
Return
Complete level seven up to the credits with an 'A' rank.
Triumphant Return
Complete level seven including after the credits with an 'A' rank.
Contra Vs Puppy
Complete the game with an 'S' rank.
In-game reset Hold L1 + L2 + R1 + R2 + START + SELECT during play to return to the Main Menu.

CRAZY TAXI
On the Character Select Screen, hold L1 + R1, then release L1 and then R1. Hold L1 + R1 again and then release both simultaneously before finally pressing ⊗. If the code has worked you will hear the sound of a bicycle bell and whichever chartacter you choose, they will start the game riding a bike instead of driving a taxi. Crazy! It does say so on the disc so don't be too shocked...

EXPERT MODE
At the Main Menu, press and hold L1 + R1 + START. Continue to hold these buttons until the Character Select Screen appears, then press ⊗ to select the game mode. Now, when you begin play, the words 'Expert Mode' will appear in the lower-left corner of the screen. In this mode, there are no destination or arrow indicators, making the game much harder.

ANOTHER DAY MODE
Press R1 on the Character Select Screen and then release it. Then hold R1 again and press ⊗. Now when you begin play, the words 'Another Day' will appear in the lower-left corner of the screen. In this mode, the layout of the city has been altered. To unlock the Crazy Bike mode in Another Day, go to the character select screen and press R1 + L1, R1 + L1, R1 + L1, R1, R1 + ⊗.

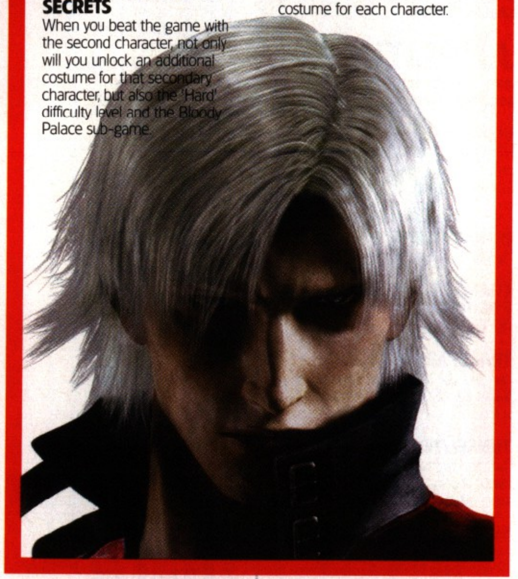
SATANTASTIC!

DEVIL MAY CRY 2
GET ALL THE GAME CAN GIVE IN ONE – OR TWO AT MOST – EASY STEPS. OR THREE.

FIRST COMPLETION SECRETS
When you beat the game for the first time, you'll unlock a mission select menu and an additional costume for the character you completed it with. These costumes are selectable at the loading screen by pressing L1 or R1.

SECOND COMPLETION SECRETS
When you beat the game with the second character, not only will you unlock an additional costume for that secondary character, but also the 'Hard' difficulty level and the Bloody Palace sub-game.

FURTHER COMPLETION SECRETS
When you beat the game on Hard Mode using both characters, you'll unlock another hidden costume for each character (including Trish from Devil May Cry for him!) and the 'Dante Must Die' and 'Lucia Must Die' rock-'ard difficulty levels. If you then beat the game with both characters on that difficulty level you'll unlock a third costume for each character.



D IS FOR...

DANCING STAGE MEGAMIX
UNLOCK ALL BONUSES
Select Game Mode and then Single Play. Now hold w to return to the Main Menu. The game is fooled into thinking that you've played three songs. Repeat this process until Records Menu, Training Mode, Edit Mode and the Max 300 hidden tune are all unlocked.

DARK CHRONICLE
EASY CASH
There are a number of loopholes to exploit if you want a lot of cash in a short period of time – here a few choice methods.

Get Max to equip the Lure Rod (invented by photographing Fish, River, and the Lafrescia Stem), and any lure, but make sure you have another one of the same lure in your inventory. Now equip the extra lure, and a noise should confirm you have two lures on the Rod at once, but still have that spare lure in your inventory. Spook. Keep doing this until you've got 998 lures on the Rod, then de-equip and sell them for huge amounts of wonga.

In Chapter Five, there's an enemy called Steam Tore. Lock onto him and circle around, avoiding him, but not attacking. He will spit out little trees which, when left alone, eventually explode and leave decent chunks of Gilda behind. Repeat ad nauseum, then kill Steam Tore, who will be significantly weaker after his tree-spewing antics.

After getting the fishing rod from Norm in the second chapter, discard the Mimi Bait he gives you, and talk to him again. He'll give you five more of them every time you run out, the generous soul. Use them to catch fish in the swamp nearby until you don't have room for any more fish, then sell them all at a healthy profit. With every 20 fish you catch (more or less), Erik's Improved Bombs ability is restored. If you got to him three times and full up your inventory with fish, you can rake in the cash and the FP. Keep going until you get bored, basically.

Invent the "Turkey" Spheda Club by taking pictures of the following: Special Peking Duck, Tree, and Windmill Feather. Next get your

IRAQI IRRITANT

CONFLICT: DESERT STORM
HARD GAME, THIS. SO WHY NOT JUST GO AHEAD AND CHEAT?

Apparently gone are the days of frantic joypad pressing into order to activate cheats according to SCi. To input cheats in this game you'll need to plug a USB keyboard into your PS2 and then press the following buttons to trigger the corresponding effect.

BUTTON	CHEAT
k	Toggle damage
L	Display debug info
Y	Reverse aiming
X	Freeze game
\	Display menu

To unlock a hidden Cheat Mode simply press □, □, ○, ○, L1, L1, R1, R1, L2, L2, R2, R2 at the Main Menu. There is no confirmation message but if you then start a game, pause and enter the Options screen, the 'Cheats' option will be unlocked that includes such great bonuses as 'Trooper Level,' 'Enemy AI' and 'Mission List.'

TAKE THE RAP

DEF JAM VENDETTA

UNLOCK EVERY CHARACTER IN THE GAME. SIMPLE AS THAT.

Enter a User ID at the 'User Setups' Menu and hold L1 + L2 + R1 + R2 at the character screen. Then stick da code in.

Unlock Arii	✕, □, △, ○, □
Unlock Briggs (alternate costume #1)	✕, △, ○, □, ○
Unlock Briggs (alternate costume #2)	✕, △, □, ✕, ○
Unlock Carla	✕, □, ✕, ✕, ✕
Unlock Chukklez	□, □, △, ✕, ○
Unlock Cruz	○, △, ✕, ✕, ○
Unlock D-Mob	□, △, ○, ✕, ○
Unlock D-Mob (alternate costume)	□, □, △, □, □
Unlock Dan G	✕, ○, ✕, ○, □
Unlock Deebo	○, ○, ✕, ✕, △
Unlock Deja	○, □, ○, ○, ✕
Unlock DMX	○, ✕, ○, △, □
Unlock Drake	△, □, ○, ✕, ✕
Unlock Drake (alternate costume)	✕, △, △, ○, ○
Unlock Funkmaster Flex	○, △, ○, ○, □
Unlock Headache	△, △, △, □, ○
Unlock House	△, ✕, △, ○, ✕
Unlock Iceberg	□, △, ○, □, ○
Unlock Ludacris	○, ○, ○, □, △
Unlock Manny (alternate costume)	○, □, ○, □, ○
Unlock Masa	✕, ○, △, □, □
Unlock Method Man	□, ○, ✕, △, ○
Unlock Moses	△, △, □, □, ✕
Unlock NORE	○, □, △, ✕, ○
Unlock Nyne	□, ○, ✕, ✕, △
Unlock Omar	○, ○, □, △, △
Unlock Opal	○, ○, □, □, △
Unlock Peewee	✕, ✕, □, △, □
Unlock Peewee (alternate costume)	✕, △, △, □, ○
Unlock Penny	✕, ✕, ✕, △, ○
Unlock Pockets	△, □, ○, □, ✕
Unlock Proof (alternate costume)	✕, □, △, □, ○
Unlock Razor	△, □, △, ○, ✕
Unlock Razor (alternate costume)	□, ○, ✕, △, △
Unlock Redman	○, ○, △, □, ✕
Unlock Ruffneck	✕, □, ✕, △, ○
Unlock Ruffneck (alternate costume)	□, ○, △, ✕, □
Unlock Scarface	○, □, ✕, △, □
Unlock Sketch	△, △, ○, □, ✕
Unlock Snowman	△, △, ✕, ✕, ○
Unlock Spider (alternate costume)	□, △, ✕, □, ○
Unlock Steel	✕, △, ○, ○, △
Unlock T'ai	○, ○, □, ✕, ○
Unlock Zaheer	△, △, □, ✕, ✕

materials – a minimum of three Rolling Logs and three Scrap Metal, for a total cost of 90 Gilda, and a resell value of 230 Gilda.

DEAD OR ALIVE 2

UNLOCK BAYMAN

Successfully complete the game with all of the original characters to unlock Bayman as a playable character.

UNLOCK TENGU

Collect ten stars in Survival Mode or play as any combination of characters more than 200 times to unlock the mighty Tengu as a playable character.

EXTENDED CREDITS

Successfully complete the game with all of the original characters on the Very Hard difficulty setting to be treated to an extended credits sequence.

DEAD TO RIGHTS

Press and hold L1 + R1 + L2 + R2 at the Main Menu and enter any of the following codes:

Lazy-Ass Mode (All Chapters, Mini-Games and Movies)
↓, ←, ↓, △, ↓
10,000 Bullets Mode (Unlimited Weapon Ammunition)
↑, ←, ↓, →, ○
Boomstick Mode (Unlimited Shotgun Ammo)
→, ○, ○, ○, □
Chow Yun Jack Mode (Always start with double guns)
△, ○, ↑, ↑, ↑

DEUS EX

Press SELECT in-game and tap L2, R2, L1, R1. You now have access to Full Health, God Mode, Ammo, Energy, Mods and Skills. That's gotta be useful.

DEVIL MAY CRY

HARD MODE

Complete the game once.

LEGENDARY DARK NIGHT MODE

Complete Hard Mode.

DANTE MUST DIE MODE

Complete Legendary Dark Night Mode.

SUPER DANTE MODE

Complete Dante Must Die Mode. Be aware that in the game mode you can transform into a devil and use magic whenever you wish.

ALL-STAR GROUP PHOTO

Complete the game with a S rank in every level.

HOW TO GET ALL THE BLUE ORBS

SECRET MISSION 1: CRITICAL HIT

After defeating Phantom in Mission 3, return to the broken bridge and jump down. Shoot the Sin in the face with the shotgun to make her drop the scissors. Get as close as possible and shoot her in the face again. It must be a critical hit to complete the mission.

SECRET MISSION 2: PHANTOM BABY

At the beginning of Mission 4, go through the Cathedral doors. Use Holy Water to kill the 100 babies comfortably within the 30-second time limit.

SECRET MISSION 3: PHANTOM BABY 2

After completing Secret Mission 2, go to the Time Statue room (the starting point of Mission 4). Use your feet to stomp 100 babies within the 30-second time limit.

SECRET MISSION 4: THREE BEASTS

After defeating Shadow in Mission 4, go to the arena beneath the room containing the aeroplane.
Defeat the Shadows by being quick on your feet and attacking whenever you can. The fact that the auto-aim often focuses on the wrong targets doesn't make this tough mission any easier.

SECRET MISSION 5: ONE-EYED DEMON

During Mission 7, go to the Pipe Room (where you found the Old Key during Mission 6). Jump on the pipes and keep jumping so the two Kyclops can't hit you, but instead hit each other. Continue to do this until one Kyclops has killed the other.

SECRET MISSION 6: A BUNCH OF GHOSTS

During Mission 11, go to the Garden Courtyard (near where Mission 10 ended). Jump, wall jump and jump on the heads of the Sin Scissors until you reach the piece of Blue Orb.

SECRET MISSION 7: WATER PRISON

After Mission 13, go to the Captain's Room on the Ghost Ship and check his skeleton. Use the Needle Gun to defeat the 8 Blades.

SECRET MISSION 8: TREASURE GUARDED BY THE DEATH GOD

During Mission 15, go to the Spike Room (the starting point of Mission 14) and check the picture on the wall. If you've got it, use Nightmare Beta to defeat the three Shadows. Otherwise, use any means necessary.

SECRET MISSION 9: SHADOWS IN THE DARK

After defeating Nightmare in Mission 16, go to the room containing the aeroplane. Find and kill four Shadows. Two of them are in the room containing the aeroplane, one is in the Hall and the fourth is in the Bridge Room.

SECRET MISSION 10: A LONELY STAIRCASE

After defeating Nightmare in Mission 16, go to the Coliseum. Jump up the stairs to reach the piece of Blue Orb.

SECRET MISSION 11: BLUE STONE IN THE SKY

It's a good idea to save before attempting this difficult Secret Mission. During Mission 17, go to the broken bridge. To activate the Secret Mission Jump from the end of the bridge, back to the door end without falling in the water.

To do this, jump on the first platform, Air Raid to the last platform and jump to safety. Avoid the Death Scythes' attacks and use the jump-pools to reach the piece of Blue Orb.

SECRET MISSION 12: HIDDEN BRACELET

During Mission 21, check the wall opposite the Time Staue and enter the hidden room. Cross the long stretch of road and pick up the piece of Blue Orb.

Follow the path to a large room containing a fireless dragon. Defeat the dragon by hitting it on the head with one of your swords. Once defeated, take care of the Frosts before jumping to the Time Bracelet.

GET MORE ORBS

To get more Orbs in *Devil May Cry*, (and let's face it, you'd be a fool not to) kill all the monsters in a mission, save the game and then reset by pressing SELECT. Now go back, start the mission again and re-kill all the monsters. Keep doing this until you've got loads of Orbs. It does take a while (and to be honest, it gets a bit tedious), so do it on a mission where there are lots of monsters. It's a pain but the results are worth it.

DIE HARD: VENDETTA

Enter the following codes at the Main Menu. A message will appear at the top of the screen to confirm correct code entry.

Invulnerability
L1, R1, L1, R1, L1, R1, L1, R1
Big Heads
R1, R1, L1, R1
Pin Heads
L1, L1, R1, L1

DINO STALKER

COMPLETION BONUSES

Successfully complete the game under the easy difficulty setting to unlock the Special Menu and Movie Mode. Also, when you're watching the credits roll at the end, why not pull out your gun and start shooting them – because you can! And it is kind of fun too.

DISNEY'S EXTREME SKATE ADVENTURE

Select Cheat Codes from the Options Menu and enter any of the following as case-sensitive codes. A scream confirms, correct code entry.

Code	Unlocks
friendsofbob	All skaters
extremepassport	All levels
sweetthreads	All 'Create Skater' items
supercharger	Infinite Special Meter
savannah	Lion King movie clip
marin	Toy Story 2 movie clip
nugget	Tarzan movie clip

DR MUTO

Ease those platform game-related ailments with these code-based pain killers. Simply enter any of the following as codes and enjoy the after effects on the crazy Dr!

Invincibility
NECROSCI
Never take damage
CHEATERBOY
All gadgets
TINKERTOY
Secret morphs
LOGGLOGG

DROPSHIP

Select the Classified Files option from the Main Menu and then enter any of the following classic Psygnosis/Studio Liverpool game titles and related terms as unlock codes to access the cheat effect.

Invincibility
TEAMBUDDIES
Unlimited ammo
BLASTRADIUS
Level select
KINGSLEY
Bonus level 1
KREUZLER
Bonus level 2
SHEARER
Bonus level 3
UBERDOOPER

DRAKAN: THE ANCIENTS' GATES

Become a force to be reckoned with with these dragon-busting cheat codes.

GET RICH QUICK

To gain an instant $10,000 press and hold the following buttons in the order in which we tell you: L1, R2, L2, R1 then, with those buttons still held, press ○, □, →, ←, ✕, △, ↓, ↑. You will be awarded the vast cash sum each time this code is entered so get pressing!

INCREASE SPELL LEVEL

To increase your spell level by one, press and hold these buttons: L1, R2, L2, R1 then, with those buttons still held, press this combination ↑, ↓, ←, →, →, ←, ↓, ↑

INVINCIBILITY

To become invincible, simply press and hold: L1, R2, L2, R1 then, with those buttons still held, press ✕, ↓, △, ↑, ○, →, □, ←. If the code has worked then the message 'The gods favour you' will be displayed on the screen.

REPLENISH HEALTH

To replenish your health to full, simply press and hold the following buttons in the order in which we tell you: L1, R2, L2, R1 then press △, ↓, ○, ←, □, →, ✕, ↑

E IS FOR...

EPHEMERAL FANTASIA

MINI DRINKING GAME

Any time after acquiring Claire as a party member, go to the bar where you first met her. Talk to the woman behind the counter and you will be given the option to partake in a drinking contest with Claire for $100. If you win, the woman will give you a piece of map and you can play the game over and over to gain up to six pieces of map and some Phoenix Potions. The object of the contest is to have your drinking bar lower than Claire's and therefore out drink her.

MINI GUITAR GAME

Go to the screen where you select your song and you can press various controller buttons to get little icons to appear which do different things to the song. Here are some examples...

'HIDE' ICON

Press Red, Blue, Green, Blue, Red, Green to make the bars disappear when they get to the top, thus making it harder to hit them correctly.

'FF' ICON

Press Red, Green, Blue, Pick, Pick for fast forward mode, thus making the bars scroll faster.

GHOST RECON

ENTER THE MATRIX

ALL YOU NEED TO 'HACK' SUCCESSFULLY. OR, AS WE LIKE TO CALL IT, 'CHEAT'.

Choose 'Hacking' from the Main Menu and follow the commands until 'Cheats' becomes available in the Hackers Menu. You can then enter any of the following codes for the desired effect:

1DDF2556
Infinite Ammo

0034AFFF
All Weapons (this only unlocks the weapons that would normally be available for the level being played)

13D2C77F
Secret Level: Sparks' Training Construct
69E5D9E4
Infinite Focus

7F4DF451
Infinite Health

13D2C77F
Bonus Test Level

FFFFFFF1
Invisibility (enemies can't see you)

D5C55D1E
Multiplayer Fighting

7867F443
Faster Logos Flight Speed

NEW PLATINUM MINI-GAMES

Unlock the Sparks' Training Construct secret level (check Enter The Matrix in our A To Z at the back of the mag for details on how to do this) and select 'Load Game' from the Main Menu. Select the character that has the Training Construct unlocked and select Sparks' Training Construct at the 'Level Select' screen. When you enter the training construct, go through the first brown door on the left. Inside the room are two buttons on the wall. Press the button on the left to play a rooftop ring collecting mini-game or the button on the right to play a sniper mini-game.

KICK IT

FIFA 2004

HOW TO MAKE YOUR TEAM PRETTY AND TOTALLY INVINCIBLE...

UNLOCK MOST THIRD KITS

Attain Level 5 in your EA Bio.

UNLOCK FRENCH LIGUE THIRD KITS

Attain Level 10 in your EA Bio.

UNLOCK ITALIAN SERIE A THIRD KITS

Attain Level 20 in your EA Bio.

UNLOCK SPANISH PRIMERA THIRD KITS

Attain Level 30 in your EA Bio.

UNLOCK ENGLISH PREMIERSHIP AND GERMAN BUNDESLIGA THIRD KITS

Attain level 40 in your EA Bio.

BUILDING A DREAM TEAM

Select 'Options' from the Main Menu and then choose 'Player Swaps'. Move the highlight bar to the right and select the team you want to play as – this is the team that you'll swap players to. Move the highlight bar to the left and select the team/s you want to swap players from. Once you've added all the players of your choice for your dream team, save your new team as a 'Squad' file type. Return to the Main Menu, select 'Game Modes' and choose 'Career Mode'. Select 'New Career' and choose the 'Current Squads' option. Select the team you've created and begin your career with an all-star team of your own making. Back of the net.

SHOULDER DROP

When dribbling with the ball in the direction of an opponent double tap the right Analog stick in the direction in which you want to go and your player will drop his shoulder and knock the ball past his opponent.

THE DRAG AND GO

When a defender has you cornered hold i when standing still and then pull back on the right Analog stick. Your player will put his foot on the ball and roll it back, drawing in the defender. Now quickly push ↑ or ↓ and you'll knock the ball him.

MARSEILLE ROULETTE

When dribbling with the ball hold R2 and then rotate the right Analog stick. Your player steps over the ball, protecting it with his body, and rolls it back into his path.

'SFF' ICON

Press Red, Green, Blue, Pick, Pick, Red, Green, Blue, Pick, Pick to make the bars scroll even faster.

'RANDOM' ICON

Press Blue, Green, Green, Red, Green, Pick to make some of the notes randomised.

'SUD' ICON

Press Green, Red, Blue, Green, Blue, Red, Pick to make the notes appear closer to the play line.

'LITTLE' ICON

Press Red, Red, Red, Green, Green, Blue, Blue, Blue, Pick to allow only two chords to be played.

ESCAPE FROM MONKEY ISLAND

MONKEY INVADERS MINI-GAME

To unlock this little gem you'll have to complete all of the Monkey Combat moves for each of the Monkey Stances.

MURRAYBALL MINI-GAME

Before looking for the No-Nosed Man, go to the Prostheses Shop and get the file for Ryan J Danzwithwolves by entering the code Monkey-Pumpkin-Bunny into the filing system. Now look at the file, then pause the game and select the Bonus Stuff option to access the game.

ESPN NBA 2NIGHT

The following cheat codes must be entered in the Cheats Menu in Options.

Big Hand Mode
BIGHAND
Big Head Mode
BIGHEAD
Improve Player Stats
ABILITYBONUS
Improve Shooting
EXCELLENT
Improved Dunks
DUNKERS
Invisible Players
INVISIBLE
Pancake Players
PANCAKE
Turn Out the Lights
DARKNESS
Yeti Mode
BIGFOOT
Big feet
BIGFOOT
No lights
DARKNESS
East dunks
DUNKERS
Small players
MINIMINI

ESPN X-GAMES SKATEBOARDING

ANOTHER MODE

Obtain all 36 licenses in Arcade Mode, then press ◎ at the stage selection screen to access an alternative Arcade Mode.

BIG HEAD MODE

Obtain 30 licenses in Arcade Mode with any character, then press ⊡ + ⊗ at the character select screen to start the game with a massive head!

HIDDEN BOARD LOCATIONS

Here are some locations of those hidden boards that you've been searching for...

BOB BURNQUIST'S BOARD IN LA

Head towards the mansion and the hidden board is on top of the car.

BOB BURNQUIST'S BOARD IN NEW YORK

Go to the roof with the billboards, Grind from billboard to billboard then Grind the wires down towards the building. Then Grind on the next set of wires and jump down to get the board.

CARLOS DE ANDRADE'S BOARD IN RUINS

Head towards the platform where a big quarterpipe with an arch on is situated to the left. Lip-Grind the quarterpipe over the arch then stop at the wall, drop down and grab the board.

CHRIS SENN'S BOARD IN NEW YORK

Head up the hallway leading to the billboards and onto the next level. Then turn around and look down the hallway and you'll see the hidden board in the air. Wall-ride to grab it.

CHRIS SENN'S BOARD IN SAN FRANCISCO

From the start, go down the hill and take the first turning on the left. Proceed all the way down to the corner where you'll see the fifth checkpoint. Don't Grind to get the bonus points, instead go under the rail you Grind on and you'll find a house. The hidden board can be found to the left of the house. You'll be the envy of your friends with funky new deck designs to show off whilst catching big air.

COLIN MCKAY'S BOARD IN RUINS

Go to the area with a bunch of zombies situated on a high platform and jump off this platform towards the waterfall to get the board.

RICK'S BOARD IN MUSEUM

In the third room, go up the slope and Grind the dinoasur to obtain the hidden board.

RICK'S BOARD IN BOAT

Head towards the first floor to the rear of the boat on the grind rail to grab the hidden board.

EXTRA BOARDS

If you have unlocked Another Mode then you can obtain extra boards by playing a level until you get all of the licenses. For every level you do this on, you will unlock an extra board.

EVE OF EXTINCTION

BONUS WEAPON

Complete the game under any difficulty setting and then save after the credits have rolled. Now simply reload the saved game to start with a new meaty double dagger weapon to inflict extra damage.

SURVIVAL MODE

Play through level one and go through the subway where you need to get both Legacy Drives for the Lightning Rod. When you get out on the other side, go into the alley that has the fence with a junkyard on the other side and walk up to the fence. Press △ when equipped with the Lightning Rod and quickly grab on to the top of the fence. Jump over to the other side, then go to the wall that has the ladder on it. Climb up the ladder and get up to the top of the building. Once there, you will find a piece of paper hovering above the ground. Walk into that paper and a message stating that Survival Mode has been unlocked will appear. Save the game, then enter the bonus option at the Main Menu to play the new game option.

THREE-MINUTE BATTLE MODE

Play the China-town level after getting the Katar. Climb up the Chinese house that has the huge flame on the porch and once up there, kill the thug and go to the opposite side of the part you climbed up to. Go to the back of the house, but stay on the balcony. Jump to the building on the far side (all the way down, as far as you can see) and look around for another piece of paper. Walk into it and you will unlock the Three-Minute Battle Mode option.

EXTERMINATION

UNLOCK EXPERT MODE

Successfully complete the game after finding all 15 dog tags and save. Start another game with the yellow 'Rear Of Compound' save file (00:00:00 time). The game will begin with extra ammo (500 bullets, 50 shotgun shells, 30 grenade rounds, 1000 flame units and 25 Ultimate Launcher missiles) plus extra health items (20 Recovery Unit A, five Recovery Unit B, five MTS Vaccine, five Booster Shot A and three Booster Shot B). Be warned that enemies are harder to kill in this mode.

UNLOCK SECRET MODE

Successfully complete the game after finding all 15 dog tags and Roger's Knife. When the credits have rolled, save your game and you'll notice that the save file is yellow with a star next to it. When you load up this file, you'll start a new game with 300 bullets, 50 shotgun shells, 99 grenade shells, 1000 flame units and 25 missiles plus an AT-6 Grenade Launcher. You also get 25 Recovery Unit A, five Recovery Unit B, five MTS Vaccine, five Booster Shot A and three Booster Shot B. Be warned that enemies are much, much harder to kill in this mode!

DOG TAG LOCATIONS

There are 15 tags to find, here are the locations in the order in which you find them...

#5: Corporal Ross Dixon. When the dust clears from the train wreck, go through the hole the train made and on the platform to the right, between two metal boxes, is the tag.

#4: Corporal Arthur McDonnel. In the Command Centre (where you input the code 51204791 on the computer) reach the side where the computer is located. If in the box, the tag is to the left of the computer outside. Go to the outside corner of the box, where you can look out over the electric stream, the tag is next to the box – you should see it shining in the light.

#1: Private First Class Hans Grant. After defeating the Freight Elevator boss, the tag is on the treadmill.

#12: Lieutenant Mat Shuggart. After grabbing the parka, go up the ladder next to where you came out. Up there you should see the tag before the bridge.

#11: Second Lieutenant Chris Ditter. After entering the Filtration Plant through the tool shed, make your way to the left, there should be a slope with a little ledge. Climb across that ledge and get to the other platform. Now climb onto the slightly higher platform and under it will be the tag.

#9: Officer Cadet Ed Collate. After getting the dog tag receiver unit, duck under the platform next to the staircase, slice the trip wire and then collect the tag, amongst numerous other goodies.

#6: Sergeant Robert Cameron. Near the wrecked train where you encounter the watchdogs, use the tag receiver unit to obtain the tag.

#7: Sergeant David Murran. Once you come through the door of the train room, you should see a booth straight ahead. Slice the wooden crates to the left of it and you should find the tag to the right of the steel crates.

#13: Captain Kurt Gianini. Up the stairs in the train room, there should be a vent where you can look down at the booth area. Once in, take the first right and head to the end. Turn right and you should find the tag right in front of you.

#3: Private First Class Tom Taylor. In the room with the metal tag, which is in the same area as the last two, you should actually find it by the metal tag.

#10: Officer Cadet Lance McLaughlin. After confronting Cindy, you'll find this tag in the corner.

#2: Corporal Filel Sidalis. After Filel dies, go to the side of his corpse and you should be able to grab the

THE GUV

THE GETAWAY

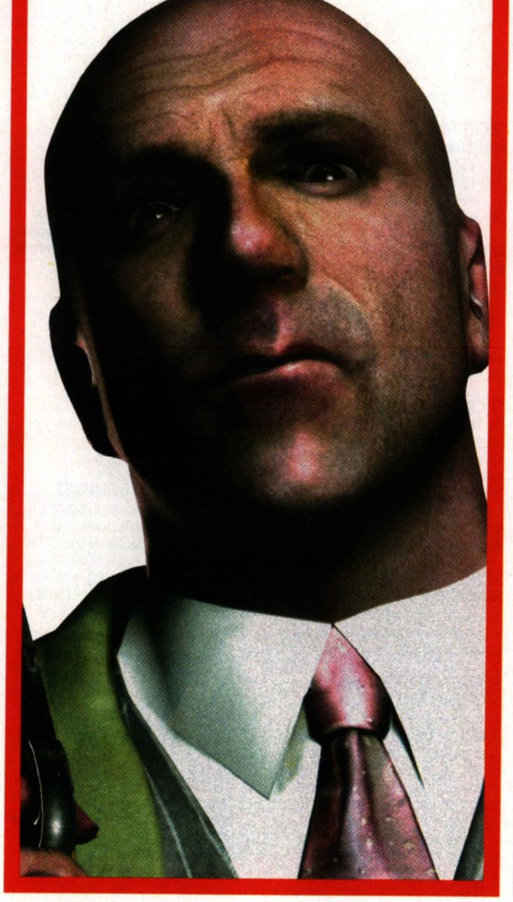
STRUGGLING TO TAKE LONDON DOWN? STRUGGLE NO MORE, GUV'NOR...

DOUBLE HEALTH

Press ↑, ↑, ←, ←, →, →, ◎, ◎, ↓ during the FMV sequence that plays just before the Main Menu appears. The sound of a woman groaning will confirm correct code entry.

ARMOURED CAR WEAPON

Press ↑, ↓, ←, →, ⊡, △, ◎ during the FMV sequence that plays just before the Main Menu appears. Be aware that this weapon can only be used during missions. Repeat the code to disable its effect.



FAMOUS JACK'S

Or: return of the Jacks...

1. JACK NICHOLSON

The greatest acting Jack *ever* dealt out one of his best performances as – smell the irony – Jack Torrance in *The Shining*. Some believed Jack Nicholson *was* Jack Torrance, but we reckon that's rubbish. If it had been Jack Nicholson in that house, no one would have got out alive.

2. JACK THE RIPPER

The mad Jack in the attic. Knife-wielding prostitute killer who did for five and then fled the scene never to be caught. *Or*, if James Spader flick *Jack's Back* is to be believed, turned up in Los Angeles in 1988.

3. JACK IN THE BOX

Scary-faced surprise-it's-me-and-I'm-going-to-haunt-your-sleep kids toy. Favoured by serial murderers.

4. JACK MCVITIE

Legendary London gangster who did time with 'Mad' Frankie Fraser and then started doing odd jobs for the Kray twins. Odd jobs like killing people. Known as The Hat because he always wore a trilby (even in the bath), McVitie was a nasty piece of work, but always looked after his own. Apart from the girlfriend who broke her back when he pushed her out of a moving car. Stabbed to death in 1967 by Reggie Kray. Nice.

5. JACK CHARLTON

Huffy Geordie who somehow got an Irish team comprised of Terry Phelan and Phil Babb to USA '94.

tags off his, still warm, body.

#14: Sergeant Roger Grigman. After defeating Roger, the tag should be just before the bridge. Also, be sure to grab his knife as you go!

#15: Major Mike Madigan. After defaeating Roger, go to where the wounded Madigan is located. When the FMV has rolled, his tags will be next to the elevator.

#8: First Sergeant Ken Reschner. In the area with the ice camo car. the tag is in the corner

EXTREME-G 3

UNLIMITED SHIELDS

Pause the game at any time and press L1 + R1, L2 + R2, L1 + L2, R1 + R2. If the code has worked then a message will appear to confirm. Repeat the code to disable its effects.

UNLIMITED TURBO

At the Main Menu, press L1 + R1, L2 + R2, L1 + R1, L2 + R2. If the code has worked then a message will appear to confirm.

UNLIMITED SHIELDS AND TURBOS

At the Main Menu, press L1 + R1, L2 + R2, L1 + L2, R1 + R2. If the code has worked then a message will appear to confirm. This code only lasts for one race and must therefore be repeated before the next.

UNLIMITED AMMO

At the team selection screen, press L2, R2, L1, R1, L2 + R2, L1 + R1. If the code has worked then a message will confirm and you will have infinite ammo in One or Two Player Modes.

ALL TRACKS

At the main menu, press L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2. If the code has worked then a message will confirm and every track will be available to race on.

ALWAYS WIN XG CAREER MODE RACES

At the Main Menu, press R2 + L2 + R1 + L1, R2 + L2, R1 + R2, R2 + R1 + L2 + L1. If the code has worked then a message will confirm. You will now automatically win a race even if you lose, quit or die, although it must be typed in again before each race.

DOUBLE PRIZE MONEY

At the main menu, press L1 + L2, R2 + R1, R1 + R2, L2 + L1.

START WITH EXTRA MONEY

Begin a new career, select a driver and press L1, L1, L1, L1, L1, L2, L2, L2, L2, L2, R1, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2. Your career will now get off to an improved financial start.

EXTREME LAP CHALLENGE

At the Main Menu, press L1, L2, L1, R1, L1, R2, L1 + R1, L2 + R2. If the code has worked then a message will confirm.

STARCOM TEAM

At the main menu, press L1, L2, R2, R1, R1, R2, L2, L1. If the code has worked then a message will confirm. But you knew that already.

GET A QUICK START

To get a jump start when you begin a race, hold ↑ during the countdown without pressing accelerate. Then as soon as 'Go' appears, hit the gas and you'll leave 'em standing!

EYE TOY: GROOVE

EXTRA TRACKS

Five additional songs are unlocked once the twenty original songs have all been played. The extra tracks are:
Daniel Bedingfield: Gotta Get Through This
Five: Keep on Moving
Aserjeré: Las Ketchup
Elvis Presley: Rubberneckin'
Puretone: Addicted To Bass

MASTER MODE

Play on Hard Mode and get an 'A' rank for any song to unlock Master Mode for that track.

LIBERTY CALLS

GRAND THEFT AUTO 3

BOOYAH! STREET CHEATS TO GET YOU FORWARDS. FAST.

To activate these cheats, enter them during the game. Any time you fancy too.

Get The Tank
○x6, R1, L2, L1, △, ○, △

Get The Dodo Car
→, R2, ○, R1, L2, ↓, L1, R1

Lower Wanted Level
R2, R2, L1, R2, ↑, ↓, ↑, ↓, ↑, ↓

Higher Wanted Level
R2, R2, L1, R2, ←, →, ←, →, ←

All Weapons
R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑

Full Health
R2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑

Full Armour
R2, R2, L1, L2, ←, ↓, →, ↑, ←, ↓, →, ↑

More Money
R2, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑

Destroy All Cars
L2, R2, L1, R1, L2, R2, △, □, ○, △, L2, ←

Better Driving Skills
R1, L1, R2, L1, ←, R1, R1, △

Increased Gore
□, L1, ○, D, L1, R1, △, →, L1, ✕

Fog
L1, L2, R1, R2, R2, R1, L2, ✕

Overcast Skies
L1, L2, R1, R2, R2, R2, R1, L2, □

Rain
L1, L2, R1, R2, R2, R1, L2, ○

Normal Weather
L1, L2, R1, R2, R2, R1, L2, △

Speed Up Time
○x3, □x5, L1, △, ○, △

Different Costume
→, ↓, ←, ↑, L1, L2, ↑, ←, ↓, →

Pedestrian Riot
↓, ↑, ←, ↑, ✕, R1, R2, L2, L1

Pedestrians Attack
↓, ↑, ←, ↑, ✕, R1, R2, L1, L2

Pedestrians Crazy
R2, R1, △, ✕, L2, L1, ↑, ↓

EYETOY PLAY

EXTRA TRACKS

Get a high score on Boogie Down to unlock extra tracks.

EASY WISHI-WASHI

Rather than cleaning the windows using your hands, simply move from side-to-side in front of the camera to get the job done in super quick time, scoring muchos points in the process.

F IS FOR...

FIFA 2003

A couple of unlockables for all you accomplished goal poachers out there...

SEOUL STADIUM

Win the International Cup.

STADE DE FRANCE STADIUM

Win the Club Championship.

FIGHT NIGHT 2004

SMALL FIGHTERS

At the main menu, highlight 'Play Now' and press ←, ←, ←, →, →, →. A sound confirms correct code entry.

UNLOCK BIG TIGGER

Select 'My Corner' from the Main Menu, choose 'Record Books' and scroll through to the 'Most Wins Boxer' table. Press ↑, ↑ at the 'Most Wins Boxer' screen. A message appears to confirm correct code entry. Big Tigger is now a selectable middleweight fighter.

FINDING NEMO

Enter the following codes at the New Game/Load Game/Play Trailer screen and press pause at the level select screen to access the cheat options. The word 'Cheat' appears to confirm correct code entry.

OPEN LEVELS

△, △, △, □, □, ○, □, △, ○, □, △, □, △, □, △, ○, △, △

INVINCIBILITY

△, □, □, ○, ○, ○, △, △, □, □, □, ○, ○, ○, ○, □, △, ○, ○, ○, □, ○, △, ○, ○, □, ○, ○, △, ○, □, ○, ○, ○, △

CREDITS

△, □, ○, △, △, □, ○, △, □, ○, △, □, □, ○, △, □, ○, △, □, ○, ○, △, □, ○

REWARD (VIEW ALL MOVIE CLIPS)

△, □, ○, ○, □, △, △, □, ○, ○, □, △, △, ○, □, △, □, ○, ○, □, △

FREEDOM FIGHTERS

Enter the following codes at any time during the game. As well as the relevant weapon, a selection of other items will also appear in the inventory. 'Neat'.

SUBMACHINE GUN

△, ✕, □, ○, △, ↑

HEAVY MACHINE GUN

△, ✕, □, ○, △, ↓

SHOTGUN

△, ✕, □, ○, ○, ↑

SNIPER RIFLE

△, ✕, □, ○, △, →

ROCKET LAUNCHER

△, ✕, □, ○, △, ←

UNLIMITED AMMO

△, ✕, □, ○, ✕, →

MAXIMUM CHARISMA

△, ✕, □, ○, ✕, ↓

FREEKSTYLE

To enter any of the following codes, choose Options from the Main Menu and then select Enter Codes. However, to unlock the bikes and characters in Circuit Mode you'll still need to meet the criteria on the character/bike selection screens. Still, you get to see what your missing at the very least...

MASTER CODES

Unlock All Characters:
POPULATE
Unlock All Tracks:
TRAKMEET
Unlock All Bikes:
WHEELS
Unlock All Outfits:
YARDSALE
Unlock Everything:
LOKSMITH

TRACK CODES

Unlock Burn It Up:
CARVEROK
Unlock Gnome Sweet Gnome:
CLIPPERS
Unlock Let It Ride:
BLACKJAK
Unlock Rocket Garden:
TODAMOON
Unlock Crash Pad:
WIDEOPEN
Unlock The Burbs:
TUCKELLE

COOL CODES

Acid Racing:
WTCHKPRS
Always Freekout Time:
ALLFREEK
No Bikes:
FLYSOLO

MIKE METZGER CODES

Unlock Ecko MX Outfit:
HELLOOOO
Unlock All Tatted Up Outfit:
BODYART
Unlock Bloodshot Bike:
EYEDROPS
Unlock Rock Of Ages Bike:
BRRRRRAP
Unlock Rhino Rage Bike:
SEVENTWO

BRIAN DEEGAN CODES

Unlock Muscle Bound Outfit:
RIPPED
Unlock Commander Outfit:
SOLDIER
Unlock Mulisha Man Bike:
WHATEVER
Unlock Heavy Metal Bike:
HEDBANGR
Unlock Dominator Bike:
WHOZASKN

LEEANN TWEEDEN CODES

Unlock Fun Lovin' Outfit:
THNKPINK
Unlock Red Hot Outfit:
SPICY
Unlock Hot Stuff Bike:
OVENMITT
Unlock Trend Setter Bike:
STYLIN
Unlock Seducer Bike:
GOODLOOK

STEFY BAU CODES

Unlock Playing Jax Outfit:
KIDSGAME
Unlock UFO Racer Outfit:
INVASION
Unlock Amore Bike:
HEREIAM
Unlock Disco Tech Bike:
SPARKLES
Unlock 211 Bike:
TWONEONE

CLIFFORD ADOPTANTE CODES

Unlock Clifford Adoptante:
COOLDUDE
Unlock Tiki Outfit:
WINGS
Unlock Tankin' It Outfit:
NOSLEEVE
Unlock Gone Tiki Bike:
SUPDUDE
Unlock Island Spirit Bike:
GOFLOBRO

MIKE JONES CODES

Unlock Mike Jones:
TOUGHGUY
Unlock Blue Collar Outfit:
BABYBLUE
Unlock High Roller Outfit:
BOXCARS
Unlock Beater Bike:
KICKBUTT
Unlock Lil' Demon Bike:
HORNS
Unlock Flushed Bike:
PLUNGER

JESSICA PATTERSON CODES

Unlock Jessica Patterson:
BLONDIE
Unlock Warming Up Outfit:
LAYERS

FREESTYLE METAL X

Select Options at the Main Menu and then select Cheats. Enter the following as case-sensitive codes.

All riders and bikes
dudemaster
All bike parts
garageking
All costumes
johnnye
All levels and events
universe
All special stunts
fleximan

FREQUENCY

CHEAT MODE

Press ↓, →, ↑, ←, ←, ↑, →, ↓ at the Title Screen to activate the Cheat Mode, then enter any of the following codes at any time during play.

Autocatcher
←, →, →, ←, ↑
Bumper
→, ←, →, ←, ↑
Crippler
←, →, ←, →, ↓
Freestyler
←, →, →, ←, ↓
Multiplier
→, ←, ←, →, ↑
Neutralizer
←, →, ←, →, ↑

BONUS SONGS

Successfully complete the game on Expert to unlock Luge Crash by Surgecore. Play that song and complete it to unlock End Of Your World from Robotkid and Intersekt.

FUR FIGHTERS: VIGGO'S REVENGE

SECRET AREA

To find the secret level in the Lower East Quack level, go past the area where you hitch a ride on the subway train and proceed to the end where you'll see a brown fence. Next you need to go to the lower-left side of the fence and turn left to see a Chang transporter. Once you are Chang, go through the hole in the fence and onto the boxes. You will now be transported onto his back as a machine-gun toting flea! Hilarious!

MAXTRIX-STYLE SCENE

In the Lower East Quack level, shoot three baskets in a row on the basketball court without missing. Then press START to view the new scene.

FUTURAMA

All the codes below need to be entered during gameplay with L1 and L2 held down together.

LEVEL CODES

PLANET EXPRESS
↓, □, △, ↓, □, △, □, △, ↑, ↑, SELECT

SEWERS
↓, □, △, ↓, □, △, □, △, ↑, →, SELECT

SUBWAY
↓, □, △, ↓, □, △, □, △, ↑, ↓, SELECT

OLD NEW YORK
↓, □, △, ↓, □, △, □, △, ↑, ←, SELECT

RED LIGHT DISTRICT
↓, □, △, ↓, □, △, □, △, ↑, △, SELECT

UPTOWN
↓, □, △, ↓, □, △, □, △, ↑, ○, SELECT

NEW NEW YORK
↓, □, △, ↓, □, △, □, △, ↑, ✕, SELECT

MINE
↓, □, △, ↓, □, △ □, △, →,

MINE TUNNEL
↓, □, △, ↓, □, △, □, △, →, ↓, SELECT

JUNKYARD 1
↓, □, △, ↓, □, △, □, △, →, ←, SELECT

JUNKYARD 2
↓, □, △, ↓, □, △, □, △, →, △, SELECT

JUNKYARD 3
↓, □, △, ↓, □, △, □, △, →, ○, SELECT

MARKET SQUARE
↓, □, △, ↓, □, △, □, △, ↓, ↑, SELECT

LEFT WING
↓, □, △, ↓, □, △, □, △, ↓, →, SELECT

RIGHT WING
↓, □, △, ↓, □, △, □, △, ↓, ↓, SELECT

TEMPLE COURTYARD
↓, □, △, ↓, □, △, □, △, ↓, ←, SELECT

DRIVER TOO

GRAN TURISMO 3: A-SPEC

THE SECRETS YOU DESERVE WITH A MINIMUM AMOUNT OF FUSS. GREAT, EH?

PROFESSIONAL MODE

Select Arcade mode and then highlight the 'Hard' difficulty setting. Now press and hold R1 + L1 and the word will change to 'Professional'. A much more challenging race is assured to push you to the limit.

SELECT AWARDS

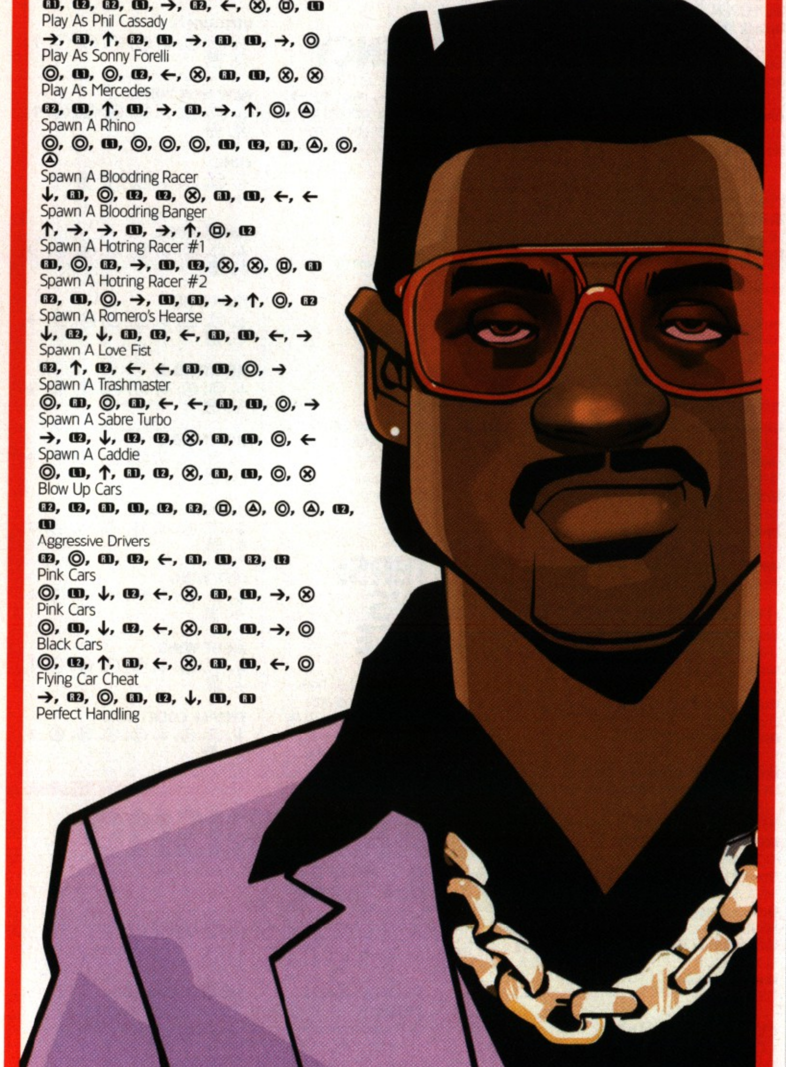
The cars you are awarded for winning a series aren't totally random. If you press ↑, ↓, ← or → when a silhoutted car has a large balck circle flashing underneath then that car will be selected as your next award.

AUTOMATIC CHOICE

GTA: VICE CITY

EVERY CHEAT EVER FOR ONE OF THE BEST GAMES OF ALL TIME...

All Weapons #1
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
All Weapons #2
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ←
All Weapons #3
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ↓
Full Armour
R1, R2, L1, ⊗, ←, ↓, →, ↑, ←, ↓, →, ↑
Full Health
R1, R2, L1, ◎, ←, ↓, →, ↑, ←, ↓, →, ↑
Commit Suicide
→, L2, ↓, R1, ←, ←, R1, L1, L2, L1
Raise Wanted Level
R1, R1, ◎, R2, ←, →, ←, →, ←, →
Lower Wanted Level
R1, R1, ◎, R2, ↑, ↓, ↑, ↓, ↑, ↓
Ladies Man (certain women follow you)
◎, ⊗, L1, L1, R2, ⊗, ⊗, ◎, △
Change Clothes
→, →, ←, ↑, L1, L2, ←, ↑, ↓, →
Play As Ricardo diaz
L1, L2, R1, R2, ↓, L1, R2, L2
Play As Lance Vance
◎, L2, ←, ⊗, R1, L1, ⊗, L1
Play As Candy Suxxx
◎, R2, ↓, R1, ←, →, R1, L1, ⊗, L2
Play As Ken Rosenberg
→, L1, ↑, L2, L1, →, R1, L1, ⊗, R1
Play As Hilary King
R1, ◎, R2, L1, →, R1, L1, ⊗, R2
Play As Love Fist Guy #1
↓, L1, ↓, L2, ←, ⊗, R1, L1, ⊗, ⊗
Play As Love Fist Guy #2
R1, L2, R2, L1, →, R2, ←, ⊗, □, L1
Play As Phil Cassady
→, R1, ↑, R2, L1, →, R1, L1, →, ◎
Play As Sonny Forelli
◎, L1, ◎, L2, ←, ⊗, R1, L1, ⊗, ⊗
Play As Mercedes
R2, L1, ↑, L1, →, R1, →, ↑, ◎, △
Spawn A Rhino
◎, ◎, L1, ◎, ◎, ◎, L1, L2, R1, △, ◎, △
Spawn A Bloodring Racer
↓, R1, ◎, L2, L2, ⊗, R1, L1, ←, ←
Spawn A Bloodring Banger
↑, →, →, L1, →, ↑, □, L2
Spawn A Hotring Racer #1
R1, ◎, R2, →, L1, L2, ⊗, ⊗, □, R1
Spawn A Hotring Racer #2
R2, L1, ◎, →, L1, R1, →, ↑, ◎, R2
Spawn A Romero's Hearse
↓, R2, ↓, R1, L2, ←, R1, L1, ←, →
Spawn A Love Fist
R2, ↑, L2, ←, ←, R1, L1, ◎, →
Spawn A Trashmaster
◎, R1, ◎, R1, ←, ←, R1, L1, ◎, →
Spawn A Sabre Turbo
→, L2, ↓, L2, L2, ⊗, R1, L1, ◎, ←
Spawn A Caddie
◎, L1, ↑, R1, L2, ⊗, R1, L1, ◎, ⊗
Blow Up Cars
R2, L2, R1, L1, L2, R2, □, △, ◎, △, L2, L1
Aggressive Drivers
R2, ◎, R1, L2, ←, R1, L1, R2, L2
Pink Cars
◎, L1, ↓, L2, ←, ⊗, R1, L1, →, ⊗
Pink Cars
◎, L1, ↓, L2, ←, ⊗, R1, L1, →, ◎
Black Cars
◎, L2, ↑, R1, ←, ⊗, R1, L1, ←, ◎
Flying Car Cheat
→, R2, ◎, R1, L2, ↓, L1, R1
Perfect Handling
△, R1, R1, ←, R1, L1, R2, L1
cars float on water
→, R2, ◎, R1, L2, □, R1, R2
change wheel size
R1, ⊗, △, →, R2, □, ↑, ↓, □
Sunny Weather
R2, ⊗, L1, L1, L2, L2, L2, ↓
Cloudy Weather
R2, ⊗, L1, L1, L2, L2, L2, △
Very Cloudy Weather
R2, ⊗, L1, L1, L2, L2, L2, □
Stormy Weather
R2, ⊗, L1, L1, L2, L2, L2, ◎
Foggy Weather
R2, ⊗, L1, L1, L2, L2, L2, ⊗
Speed Up Time
◎, ◎, L1, □, L1, □, □, □, L1, △, ◎, △
Slow Down Time
△, ↑, →, ↓, □, R2, R1
Pedestrians Riot
↓, ←, ↑, ←, ⊗, R2, R1, L2, L1
You won't be able to turn this off once it's on.
Pedestrians Hate You
↓, ↑, ↑, ↑, ⊗, R2, R1, L2, L2
You won't be able to turn this off once it's on.
women with guns
→, L1, ◎, L2, ←, ⊗, R1, L1, L1, ⊗
tommy groupies
◎, ⊗, L1, L1, R2, ⊗, ⊗, ◎, △
display media level meter
R2, ◎, ↑, L1, →, R1, →, ↑, □, △.



INNER TEMPLE
↓, □, △, ↓, □, △, □, △, ↓, △, SELECT

BOGAD'S SWAMP
↓, □, △, ↓, □, △, □, △, ←, ↑, SELECT

MOM'S HQ BENDER
↓, □, △, ↓, □, △, □, △, △, ↑, SELECT

MOM'S HQ LEELA
↓, □, △, ↓, □, △, □, △, △, →, SELECT

MOM'S HQ FRY
↓, □, △, ↓, □, △ □, △, △, ↓, SELECT

G IS FOR...

GRADIUS III & IV

FULL DOUBLE SHOT POWER-UP

After pausing, press ↑, ↑, ↓, ↓, ←, →, ←, →, □, △. You will hear a sound to confirm correct entry.

FULL LASER SHOT POWER-UP

After pausing, press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎. You will hear a sound to confirm correct entry of the cheat.

THE GREAT ESCAPE

LEVEL SELECT

At the Main Menu input:
L2, □, L2, ◎, R1, ◎, L1, L2, ◎, □

This unlocks two new options; The Greatest Escape, which allows you to select the stage, and Level Select, which allows you to choose the difficulty setting.

ALL FMV SEQUENCES

At the Main Menu input: L1, □, ◎, ◎, R1, □, □, ◎, L1, R1

UNLIMITED AMMO AND HEALTH

Pause the game with a Gun and a Health Kit in your inventory, then press: ◎, L2, R1, L1, ◎, □, L1, R1, L1, R1

GT CONCEPT

JAPANESE MOVIE

Once all the Normal Level stages have been completed, the Japanese opening movie of *GT Concept* can be viewed by selecting the left-hand prize on the Game Status screen.

TOYOTA POD RACE

Once a good portion of the game has been completed and you unlock the Toyota Pod car by winning on Tahiti Maze II, you unlock the Pod race as well. You can enter via the Status Screen. Frankly it's a bit dull, though.

VIEW END CREDITS

Once 100% of the game has been racked up, the end credits will roll – again allowing you to sit back well satisfied. To show off to your mates, the credits can be viewed at any time by selecting the second prize from the left on the Game Status screen.

EXTRA CREDITS FOR GT3 A-SPEC

Once all the Normal Level stages have been completed, players can add 10 million credits to their *GT3 A-Spec* game data. To transfer the money, select the second prize from the right on the Game Status screen and follow the on-screen instructions.

ACE LEVEL

Once all the Professional Level stages have been completed, you will be told how to open the Ace Level difficulty setting. Go to the Level Selection screen and hold down L1 and R1. You can unlock the Ace Level difficulty setting by executing this procedure at any time.

GUN GRIFFON BLAZE

UNLOCK TYPE-9

Earn 13 medals.

UNLOCK TYPE-13

Earn 41 medals.

UNLOCK JAGDPANTHER

Earn 25 medals or six million points.

H IS FOR...

HALF-LIFE

Invincibility
←, □, ↑, △, →, ◎, ↓, ⊗
Unlimited ammo
⊗, ←, ◎, ↓, ⊗, ←, ◎
Slow motion
→, □, ↑, △, →, □, ↑, △
Invisibility
←, □, →, □, ←, □, →, □
Alien mode
↑, △, ↑, △, ↑, △, ↑, △
Low gravity
↑, △, ↓, ⊗, ↑, △, ↓, ⊗

HARRY POTTER AND THE CHAMBER OF SECRETS

On the second day of school, go to the Quidditch practice and complete the training with a 'B' rank or better. For this you'll get the Nimbus 2000 flying broomstick which enables you to fly anywhere around the school during the day.

HAVEN: CALL OF THE KING

To refill your health bar at any time during play, simply press R2, L2, R1, ◎, △, L2, ⊗, □ and, as if by magic, it will top itself up.

HEADHUNTER

STAR LOCKER

Better all of Hank Redwood's records for the VR Tests to open the Star Locker in the LEILA Offices and collect all the goodies inside.

HOT WHEELS VELOCITY X

Sadly no quick-fix codes for this pacey racer yet, but there are plenty of cool extras to unlock by completing the game the hard way. Here's what lies tucked away at the chequered flag.

All cars
Hit 11 Bonus Stunt items while completing Challenge Eight.
All worlds
Find the Hidden Key while completing Challenge 18.
All gadgets
Hit at least 30 Barrels while completing Challenge Seven.
Upgraded laser
Complete Challenge 18 on the very hard difficulty setting.
Unlimited ammunition
Hit at least 50 Barrels while completing Challenge 18.
Unlimited health
Hit at least 179 Barrels while completing Challenge 17.
Unlimited turbo
Collect 8 Zappers while completing Challenge Four.
Timer speed
Intentionally hit at least 60 Barrels while completing Challenge 12.

HULK

Choose 'Code Input' from the Options Menu and enter any of the following codes. Select 'Cheats' from the 'Special Features' Menu to toggle the cheats on/off.

Invulnerability
GMMSKIN
Regenerator
FLSHWND
Full Rage Meter
ANGMNGT
Unlimited Continues
GRNCHTR
Double Hulk's
HPHLTHDSE
Double All Enemies
HPBRNGITN
Half All Enemies HP
MMMYHLP
Wicked Punch
FSTOFRY
Puzzle Solved
BRCESTN
Reset High Score
NMBTHIH
Unlock All Levels
TRUBLVR

The following codes must be entered at a Universal Terminal during game play.

Hulk Transformed Movie Art
SANFRAN
Hulk Vs. Hulk Dogs Movie Art
PITBULL
Desert Battle Movie Art
FIFTEEN
On The Movie Set Movie Art
NANOMED

HUNTER: THE WAYWARD RECKONING WAYWARD

Nightmare Mode
Complete the game
Devin
Defeat Devin in the Prison area
Carpenter
Complete Nightmare Mode
Enable Cheats/Nephrack Trophy
Defeat Nephrack
Max Health Code/Pit Fighter Trophy
Complete the Downtown level using only the starting melee weapon
Max Ammo Code/Gun Trophy
Complete the Downtown level using only the starting ranged weapon
Monster Spawn Code/Werewolf Trophy
Defeat the Werewolf boss
Improve Edges Code/Witch Trophy
Defeat the Witch boss
Super Melee Damage Code/Machine Trophy
Defeat the Machine boss
Hard Monsters Code/Team-up Trophy
Complete the game in co-operative mode
All Weapons Code/Looter Trophy
Collect all silver pieces
Infinite Health Code/Warrior Trophy
Defeat all Midtown level enemies
Unlimited Ammo Code/Rogue Hunter Trophy
Defeat the Rogue Hunter
No Conviction for Edges Code/Life Saver Trophy
Save all the innocents in the Prison Hospital Lower Level
Chaingun Trophy
Find all the Chaingun pieces
Grenade Launcher Trophy
Find all the Grenade Launcher pieces
Deserter Trophy
Leave too many innocents in the Prison Hospital Lower Level

UNLOCKING MODELS

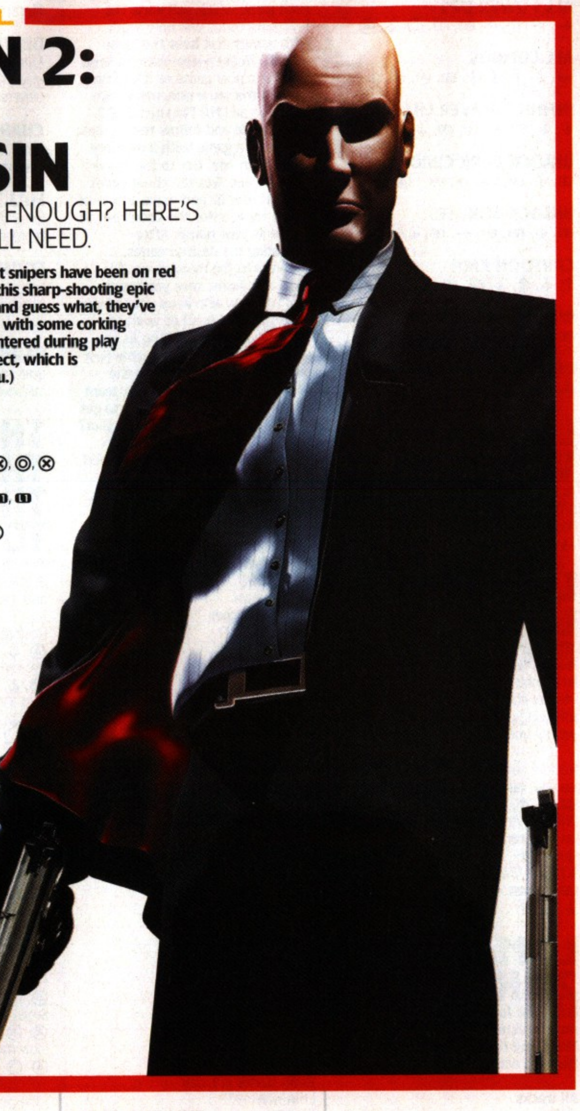
By using the entertainment system in the game's hub room, players can view, rotate and, er, view a selection of character models. Here's how to unlock them all if you are into a spot of voyeurism.

Model	How to unlock
Emma	Rescue Emma
Joshua	Rescue Joshua
Le Roi	Rescue Le Roi
Devin	Defeat Devin
Werewolf	Defeat

GUNDAMENTAL

HITMAN 2: SILENT ASSASSIN

CAN'T KILL QUICK ENOUGH? HERE'S THE CHEATS YOU'LL NEED.



Our stealth cheat snipers have been on red alert ever since this sharp-shooting epic was released – and guess what, they've come up trumps with some corking codes, all of which are entered during play (except for the Level Select, which is entered at the Main Menu.)

Level select
R2, L2, ↑, ↓, □, △, ◎
Level skip*
R2, L2, ↑, ↓, ⊗, ↘, ◎, ⊗, ◎, ⊗
God mode
R2, L2, ↑, ↓, ⊗, R2, L2, R1, L1
All weapons
R2, L2, ↑, ↓, ⊗, ↑, □, ⊗
Full heal
R2, L2, ↑, ↓, ⊗, ↑, ↓
Lethal charge
R2, L2, ↑, ↓, ⊗, R1, R1
Slow motion
R2, L2, ↑, ↓, ⊗, ↑, L2
Punch mode
R2, L2, ↑, ↓, ⊗, ↑, ↑
Toggle gravity
R2, L2, ↑, ↓, ⊗, L2, L2
Bomb mode
R2, L2, ↑, ↓, ⊗, ↑, L1
Megaforce mode
R2, L2, ↑, ↓, ⊗, R2, R2
Nailgun mode
R2, L2, ↑, ↓, ⊗, L1, L1

* Enable this code after starting a level

Werewolf boss	Machine
Defeat	Machine boss
Witch	Defeat Witch boss
Nephrack	Defeat Nephcrack
Carpenter	Complete Nightmare mode
Rot Hand	Kill 25 Rot Hands
Rot	Kill 199 Rots
Prison Guard Rot	Kill 20 Prison Guard Rots
Flame-thrower Rot	Kill 8
Flame-thrower Rots	Gargoyle
Kill 10 Gargoyles	Hanged Spirit
Kill 7 Hanged Spirits	Mourner
Kill 40 Mourners	Aileron
Kill 75 Ailerons	Cultist
Kill 20 Cultists	War Ghoul
Kill 2 War Ghouls	Machine Monster
Kill 20 Machine	Monsters
Samantha	Unlock 8 models
Father Esteban	Unlock 12 models
Kassandra	Unlock 18 models

I IS FOR...

INDIANA JONES AND THE EMPEROR'S TOMB

UNLOCK GALLERY

Collect every Relic or Artefact in the game (there are 30 in total – three on every chapter) to unlock a Gallery option at the Main Menu. The Gallery contains a selection of Indy related artwork, from character designs to conceptual level art.

DROP AND LIVE
When accidentally falling from heights that would hurt or even kill you, press R1 just before you land. You will then go straight into a combat stance and only suffer minor damage or maybe even none at all.

INTERNATIONAL SUPERSTAR SOCCER

UNLOCK HIDDEN TEAMS

On the title screen, press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎ and two All-Star teams will be unlocked.

J IS FOR...

JAK & DAXTER

SPECIAL ENDING

You need to collect at least 100 Power Cells before completing the game to see a special ending.

JAK & DAXTER II

JAK'S GOATEE

Collect 5 orbs.

MIRROR WORLD
Collect 15 orbs.

BIG HEAD MODE
Collect 30 orbs.

SMALL HEAD MODE
Collect 45 orbs.

SCRAP BOOK
Collect 55 orbs.

SCENE PLAYER
Act 1
Collect 65 orbs.

VULCAN FURY COURSE
Collect 75 orbs.

SCENE PLAYER
Act 2
Collect 95 orbs.

PEACE MAKER GUN COURSE
Collect 105 orbs.

SCENE PLAYER
Act 3
Collect 125 orbs.

REVERSE RACES
Collect 135 orbs.

LEVEL SELECT
Collect 145 orbs.

UNLIMITED AMMO
Collect 155 orbs.

UNLIMITED
Dark Jak
Collect 165 orbs.

INVULNERABILITY
Collect 175 orbs.

HERO MODE
Collect 200 orbs. When this cheat is activated, start a new game to begin with all four morph guns attachments and alternate secrets.

ALTERNATE
scrap book
Collect 200 orbs.

K IS FOR...

KENGO: LEGACY OF THE BLADE

Get straight to the point and make yourself aware of these sharp secrets!

ALTERNATE STAGES
Choose to play Versus Mode, then hold SELECT when choosing a stage at the selection screen. Only certain stages have an alternate version available.

ALTERNATE MUSASHI ATTACK
Choose to play Versus Mode, then hold SELECT when choosing Musashi at the character selection screen to unlock a two sword attack..

KENGO: MASTER OF BUSHIDO

PLAY AS A STUDENT

Press and hold R1 + R2 + L1 + L2 when selecting a character to play as a student. Doing this trick when selecting different characters will result in different dojos and students becoming available to you.

UNLOCK HIDDEN CHARACTERS
Defeat all of the opposing dojos in Single Player Mode to unlock all of the hidden Dojo Masters in the Versus and Tournament Modes. You'll be glad that you did when you get to fight as them!

CONFUSE OPPONENT
During Versus Mode, repeatedly press ⊗ + ◎ to confuse your opponent into thinking you're about to attack when you aren't.

KESSEN

PLAY AS THE WEST

Successfully complete the game as the East to play the game through again as the West.

UNLOCK BATTLE MODE
Successfully complete the game as the East and the West and a new option will be unlocked that allows you to choose your battle.

KINGDOM HEARTS

ALTERNATE ENDING SEQUENCE

Successfully complete the game with all Keyholes locked (including The Book Of Pooh), 99 Dalmatians rescued, the Hades Cup won and the Ultima Weapon to view the game's true ending sequence.

HIDDEN TRAILER
Wait until the credits have finished rolling to view an epilogue of what happens to Sora, Donald and Goofy after the worlds come back. After that, there is a 'Special Secret' which seems to be a hidden trailer for a sequel.

EXPERT MODE
At the beginning of the game when asked to choose the difficulty setting, select 'Difficult.' Then when you are in the room with the sword, staff and shield, choose the sword. This is considered 'expert' mode.

L IS FOR...

LEGACY OF KAIN: BLOOD OMEN 2

NOT STIRRED

JAMES BOND: EVERYTHING OR NOTHING

HERE'S HOW TO GET ABSOLUTELY EVERYTHING RATHER THAN NOTHING.

CHEAT CODES
Complete a specific number of Platinum objectives to unlock various cheats. Once unlocked, the cheats can be used by entering them at the Pause Menu.

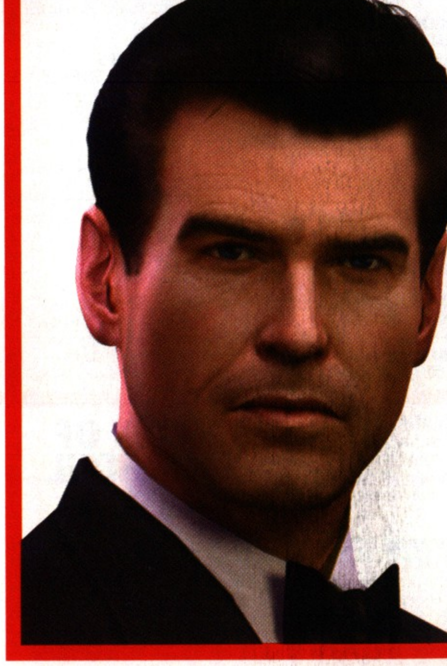
CHEAT	NO OF PLATINUMS	CODE
Golden Gun	01	◎△⊗◎△
Improved Traction	03	◎⊗⊗□△
Improved Battery	05	◎□□⊗◎
Double Ammo	07	◎◎⊗◎△
Double Damage	09	◎△△□◎
Full Ammo	11	◎◎△□□
Cloak	13	◎△⊗△□
Full Battery	15	◎△△⊗◎
All Weapons	17	◎△⊗⊗◎
Unlimited Battery	19	◎□◎□△
Unlimited Ammo	23	◎⊗□⊗◎
Slow-mo Driving	25	◎□△⊗△
Platinum Gun	27	◎□□◎⊗

REWARDS
The rewards you can unlock and how many 'Gold 007' ranks are required to unlock them can be viewed by selecting the 'Unlocks' Menu.

BONUS GAMES
Complete all the single player levels to unlock the MI6 Combat Simulator and MI6 Survival Test bonus games.

MULTIPLAYER EXTRAS
By scoring the specified number of 'Objective Points' in the Cooperative Multiplayer mode, you can unlock the following selectable characters and arenas for use in Multiplayer mode.

UNLOCKS	POINTS
Cistern arena	30
Baron Samedi	50
Odd Job	70
Egypt Commander	90
Hazmat Guard	110
Mya	130
Test Lab arena	160
Egypt Guard	180
South Commander	210
Moscow Guard	230
Le Rouge	260
003	290
Katya Jumpsuit	320
Serena	350
Burn Chamber arena	370
Diavolo Moscow	400
Serena (alternate)	430
Miss Nagai	450



RING STING

THE LORD OF THE RINGS: THE RETURN OF THE KING

STICK IT TO SAURON WITH THESE TOP QUALITY CODES...

Pause the game, hold L1 + L2 + R1 + R2 and enter any of the following codes to give the relevant character an extra 1,000 experience points. You can enter the code as many times as you like for fast level-ups.

CHARACTER	CODE
Aragorn	↑, □, △, ✕
Frodo	△, ✕, ↓, ✕
Gandalf	○, △, ↑, ↓
Gimli	○, ○, △, ✕
Legolas	✕, △, ↑, ✕
Sam	△, ✕, ↓, ✕

Just like the last game, once you finish ROTK, you unlock special cheat codes.

RESTORE HEALTH
□, □, ○, ○
PERFECT MODE
○, ↓, △, ✕
ALWAYS DEVASTATING
△, ↑, △, ↓
ALL UPGRADES
↑, ↓, △, □
INFINITE MISSILES
□, □, ↓, ○
INVULNERABLE
□, ○, □, ↑
TARGETING INDICATOR MODE
↓, ○, ↑, □

Pause the game and enter the codes for the desired effect.

UPGRADE ARAGORN TO LEVEL 8
Hold down L1, L2, R1, R2 and then press ↑, □, △, ↑.

ARAGORN THREE-HIT COMBOS
Hold down L1, L2, R1, R2 and press □, ↓, ○, ↑. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

ARAGORN FOUR-HIT COMBOS
Hold down L1, L2, R1, R2 and press ↑, □, △, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

ARAGORN'S SPECIAL ABILITIES
Hold down L1, L2, R1, R2 and press ↓, ○, △, △. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE ARAGORN'S ARROW SUPPLY
Hold down L1, L2, R1, R2 and then press △, □, □, △.

FARAMIR GAINS 1K EXP POINTS
To get Faramir 1,000 big ones, hold L1, L2, R1, R2 and then press □, △, ↑, □.

UPGRADE FARAMIR TO LEVEL 8
Hold L1, L2, R1, R2 and press ○, ○, ○, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

RESTORE FARAMIR'S ARROW SUPPLY
Hold L1, L2, R1, R2 and press △, ↑, ✕, ✕. Just the job.

LEVEL 8 FRODO
Hold L1, L2, R1, R2 and press ○, ○, ↓, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

RESTORE FRODO'S THROWING BLADE SUPPLY
Hold L1, L2, R1, R2 and press △, △, △, ○. A-blade-zing.

LEVEL 8 GANDALF
Hold L1, L2, R1, R2 and press ○, □, ↓, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

GANDALF THREE-HIT COMBOS
Hold L1, L2, R1, R2 and press ↓, ✕, △, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

GANDALF'S SPECIAL ABILITIES
Hold L1, L2, R1, R2 and press ↑, ↓, △, ○. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE GANDALF'S MAGIC MISSILE SUPPLY
Hold down L1, L2, R1, R2 and then press △, ↓, ✕, □.

LEVEL 8 GIMLI
Hold L1, L2, R1, R2 and press ✕, ○, ↓, □. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE GIMLI'S THROWING AXE SUPPLY
Hold down L1, L2, R1, R2 and then press ○, ○, ○, ✕.

LEVEL 8 LEGOLAS
Hold L1, L2, R1, R2 and press □, ↑, ↑, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

LEGOLAS' SPECIAL ABILITIES
Hold L1, L2, R1, R2 and press △, ○, ✕, ○. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE LEGOLAS' ARROW SUPPLY
Hold down L1, L2, R1, R2 and then press △, △, △, ↓.

MERRY GAINS 1K EXP POINTS
Hold down L1, L2, R1, R2 and then press ↓, ↓, □, ✕.

LEVEL 8 MERRY
Hold L1, L2, R1, R2 and press ↓, △, ✕, □. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE MERRY'S THROWING BLADE SUPPLY
Hold down L1, L2, R1, R2 and then press □, ○, ○, △.

PIPPIN GAINS 1K EXP POINTS
Hold down L1, L2, R1, R2 and then press △, ✕, □, ✕.

LEVEL 8 PIPPIN
Hold L1, L2, R1, R2 and press □, ↑, ↑, ○. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE PIPPIN'S THROWING BLADE SUPPLY
Hold down L1, L2, R1, R2 and then press ↑, ○, ↓, □.

LEVEL 8 SAM
Hold L1, L2, R1, R2 and press ○, ○, △, △. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE SAM'S THROWING BLADE SUPPLY
Hold down L1, L2, R1, R2 and then press ✕, ✕, ○, ✕.

UNLOCK FARAMIR
Begin a game as any character, pause, hold L1, L2, R1, R2 and press ✕, ✕, △, △. Faramir will now be unlocked at the character select screen.

UNLOCK FRODO
Begin a game as any character, pause, then hold L1, L2, R1, R2 and press △, ○, ○, ○. Frodo will now be unlocked at the character select screen.

UNLOCK MERRY
Begin a game as any character, pause, then hold L1, L2, R1, R2 and press ✕, ↓, ↓, ✕. Merry will now be unlocked at the character select screen.

UNLOCK PIPPIN
Hold L1, L2, R1, R2 and press △, ○, □, ↓. Pippin will now be unlocked at the character select screen.

CHEAT DEATH
Press L1, R1, L2, R2, □, ○, △ at the Main Menu then start a new game. You'll begin with the Soul Reaver and Iron Armour, which should help out.

DRAW WEAPON DURING A JUMP ATTACK
During your jump attack, hold L2 then select 'Berserk.' Release L2 and then hold R1. Kain should now draw his weapon and hit any nearby enemies with it – it comes in very handy.

LEGACY OF KAIN: SOUL REAVER 2

BONUS MATERIALS
At the Main Menu press ←, △, →, △, ↓, ○, ✕. If the code has worked you'll start the game with all of the bonus materials unlocked. If you access one of the menus whilst entering this code, simply try again.

LEGACY OF KAIN: DEFIANCE

Pause the game and enter any of the following cheats.

INVINCIBILITY
↑, ↓, →, ↓, R1, R2, ↓, △, L1

MAX STATS
←, →, ←, →, R1, L1, ○, △, ↓

ALL POWER-UPS
←, ←, ↑, ↑, L1, R2, ○, ↓, △

ALL COMBOS
→, ↓, ↑, ↓, ↓, R1, △, ○, ↓

INFINITE REAVER CHARGE
↓, ↓, ↑, ←, R1, R2, ↓, △, ○

UNLOCK DARK CHRONICLES
R1, ↓, R2, L1, →, R2 △, ↓, L1

UNLOCK BONUSES
R2, ↓, L2, R1, ←, L2, ↓, L1, △

CARTOON KAIN
↑, ↓, ↑, ↓, R1, R2, ↓, ○, △

WIREFRAME MODE
L1, ↓, L1, ↑, R1, L2, L1, ↓, △

REMOVE TEXTURES
L1, ↓, R2, →, R2, ↑ △, L1, ↓

LEGENDS OF WRESTLING

At the Main Menu, enter this code to unlock every wrestler that the game has to offer: ↑, ↑, ↓, ↓, ←, →, ←, →, △, △, □.

LEGION: THE LEGEND OF EXCALIBUR

To bolster your battalions and live an eternal life, enter any of the following codes during play to help you on your way.

Restore health
R2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑,
1000 of Arthur's soldiers
R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
1000 of Gwenevere's soldiers
R2, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑

LE MANS 24 HOURS

Enter the following codes as a racer's name in Championship Mode and then return to the Main Menu to activate the cheat.

All tracks
SPEEDY
All cars
ACO
All Championships
NUMBAT
Le Mans Mode
WOMBAT

LMA MANAGER 2002

To become an instant 'Fergie', simply enter these cheat codes as names...

More money
MINTED
Auto-select tactics
NO BRAINER
90% skill
AWESOME
Run faster
HYPERACTIVE
Win every game
RUN OF FORM
Buy any player
FANTASY
Fast stadium construction
QUICK DRY
Quick healing
HEALING HANDS
Blind referee
MUST BE BLIND

LMA MANAGER 2003

The codes for this game are matched to the unique user ID of each game which will vary. The following codes will only work with games that have the same user ID. To get a new user ID, keep starting a new game or if you want to keep the same one, make sure you have an LMA Manager 2003 saved game and follow these steps: First start a game with a memory card in slot one. Get to the name entry screen. Get the cheat codes for that user ID and make a note of them. Then, enter the codes one at a time as your name. After activating the desired codes, progress to the main game. As soon as it loads, save your game. This will now also keep your unique ID. If you ever need or want to start a new game, as long as you do not delete the saved game (just overwrite it), you will have the same unique id for whatever team you pick and you won't have to get a new set of cheat codes. Got that? Okay, enter the following as manager names. We have included the ID code where we know it...

Start with £500,000,000
LMA2003A
ID: Unknown
Low gravity
LMA2003B
ID: Unknown
Win all matches
LMA3DJEMWR
ID: 1791
Win all matches
LMA3JCXSLP
ID: 2321
Win all matches
LMA3CZIREA
ID: Unknown
No yellow/red cards
LMA3CZISLP
ID: 1791
No yellow/red cards
LMA3FZYMWR
ID: 2321
All injuries heal in 1 day
LMA3LUBYHY
ID: 1791
All injuries heal in 1 day
LMA3SHHHWL
ID: 2321
All injuries heal in 1 day
LMA3ZUPRKV
ID: Unknown
Build stands in 1 day
LMA3TLHXCJ
ID: 1791
Build stands in 1 day
LMA3RWMYZF
ID: 2321
Build stands in 1 day
LMA3UYRDLS
ID: Unknown
All players are free
LMA3MVQVRU
ID: 1791
All players are free
LMA3LWHHHS
ID: 2321
All players are free
LMA3HKAFLG
ID: Unknown
Players never age
LMA3LSDBBR
ID: 1791
Players never age
LMA3LJFUXH
ID: 2321
Players never age
LMA3TYKCAF
ID: Unknown
Player morale max
LMA3MMMGYP
ID: 1791
Super coaching
LMA3LJLREA
ID: 1791
Super coaching
LMA3PVARKV
ID: Unknown
Faster players
LMA3OKTOOY
ID: Unknown

LMA MANAGER 2004

When starting a new game, enter the following codes on the name entry screen. Access the 'Bonus Codes' option from the Options Menu to toggle the cheats on/off.

DEFYING TIME
Enter the code: LMA2004A. Your players, with the exception of youth players, won't age.

CHARIOTS OF FIRE
Enter the code: LMA2004B. Your players are much faster.

FULL TO THE BRIM
Enter the code: LMA2004MA. All matches will have a capacity crowd.

TOON SOUNDS
Enter the code: LMA2004MB. Matches are played with comedy sound effects.

RAINBOW TRAILS
Enter the code: LMA2004MC. A rainbow trails behind the match ball.

THE LORD OF THE RINGS: THE TWO TOWERS

To enter these codes, pause the game at any time, hold L1 + L2 + R1 + R2 and then press the following buttons...

Restore health
△, ↓, ✕, ↑
Restore ammo
✕, ↓, △, ↑
Add 1000 exp
✕, ↓, ↓, ↓
Level 2 skills
○, →, ○, →
Level 3 skills
△, ↑, △, ↑
Level 4 skills
□, ←, □, ←
Level 5 Skills
✕, ✕, ↓, ↓
Invincibility*
△, □, ✕, ○
Unlimited missile weapons*
□, ○, ✕, △
Devastating attacks*
□, □, ○, ○
All combo upgrades*
△, ○, △, ○
Small enemies*
△, △, ✕, ✕
Slow motion*
△, ○, ✕, □

* The game must be completed first before these codes can be enabled.

M IS FOR...

MADDEN NFL 2001

MADDEN CARDS
There are three different values of cards: Gold (four), Silver (two) and Bronze (one). The cards each serve one use, except for stadium cards, team cards and historial player cards.

The other cards are for unlocking cheat codes and boosting player stats. Gold cards last for an entire half, Silver cards for a single quarter and Bronze cards a single play. These cards are purchased with Madden tokens, which are earned by accomplishing certain feats in the game. The are five levels of feats to acheive and you get more tokens for acheiving them on a harder difficulty level. To get these Madden cards, make sure that 'Madden Cards' are enabled in the Options Menu or on the Profile Select Screen.

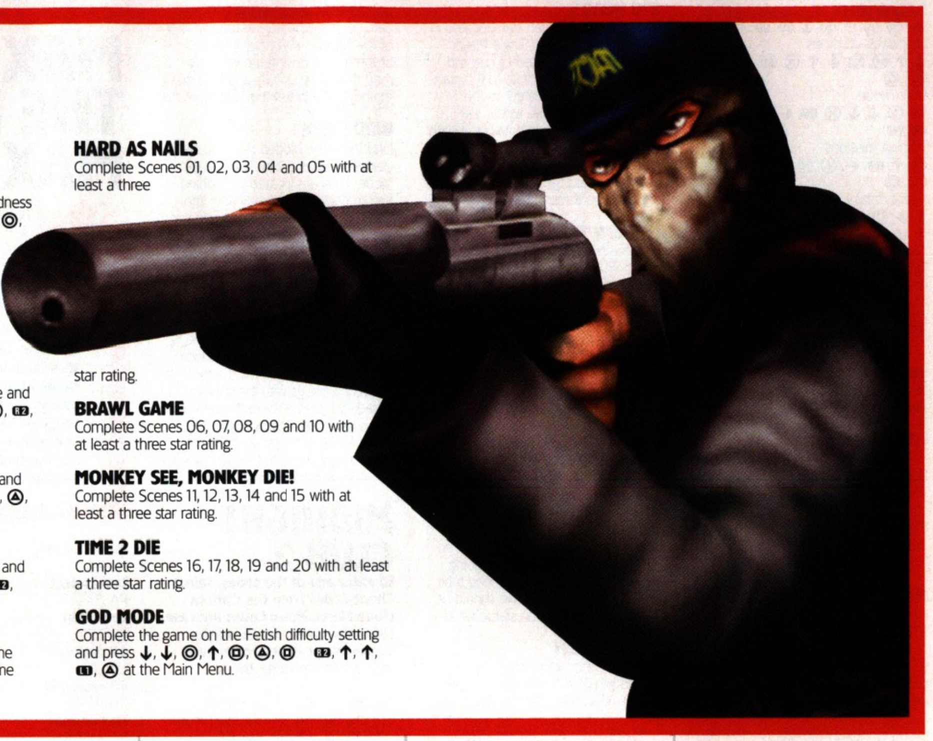
THE 297TH CARD
If you collect all 296 cards, the 297th will be John Madden himself. The value of this card is 2500 points and you can sell this card and buy a new entire pack – which also contains the 297th card! Sell and buy as many times as you want and get a stack of points.

CARD SHARK
You can get all of the cards without playing more than a few games. All you have to do is make two user

HUNT THEM DOWN

MANHUNT

DEAL OUT HORRIFIC DEATH WITH THESE CHEATS...



UNLOCKABLE CODES

NOTE: The following codes must be unlocked before they can be activated. To unlock the codes you must complete the specific consecutive scenes on the Hardcore difficulty setting with a five star rating. Codes can be checked at the Bonus Features screen and once unlocked can be entered at the Main Menu screen.

RUNNER

Complete Scenes 01 and 02 (Born Again and Doorway Into Hell) and press R2, R2, L1, R2, ←, →, ←, → at the Main Menu.

SILENCE

Complete Scenes 03 and 04 (Road To Ruin and White Trash) and press R1, L1, R2, L1, →, ←, ←, ← at the Main Menu.

REGENERATE

Complete Scenes 05 and 06 (Fueled By Hate and Grounds For Assault) and press R2, →, ○, R2, L2, ↓, ○, ← at the Main Menu.

HELIUM HUNTERS

Complete Scenes 07 and 08 (Strapped for Cash and View Of Innocence) and press R1, R1, △, ○, □, L2, L1, ↓ at the Main Menu.

FULLY EQUIPPED

Complete Scenes 07 and 08 (Drunk Driving and Graveyard Shift) and press R1, R2, L1, L2, ↓, ↑, ←, ↑.

SUPER PUNCH

Complete Scenes 09 and 10 (Mouth Of Madness and Doing Time) and press L1, △, △, △, ○, ○, ○, R1.

RABBIT SKIN

Complete Scenes 11 and 12 (Kill The Rabbit and Divided They Fall) and press ←, R1, R1, △, R1, R1, □, L1 at the Main Menu.

MONKEY SKIN

Complete Scenes 13 and 14 (Press Coverage and Wrong Side Of The Tracks) and press □, □, R2, ↓, △, □, ○, ↓ at the Main Menu.

INVISIBILITY

Complete Scenes 15 and 16 (Trained To Kill and Border Patrol) and press □, □, □, ↓, □, △, ○, ↑ at the Main Menu.

PIGGSY SKIN

Complete Scenes 17 and 18 (Key Personnel and Deliverance) and press ↑, ↓, ←, ←, R1, R2, L1, L1.

EXTRA SCENES

Earn at least a three star rating on each of the following sequences of scenes to unlock some mini-games.

HARD AS NAILS

Complete Scenes 01, 02, 03, 04 and 05 with at least a three star rating.

BRAWL GAME

Complete Scenes 06, 07, 08, 09 and 10 with at least a three star rating.

MONKEY SEE, MONKEY DIE!

Complete Scenes 11, 12, 13, 14 and 15 with at least a three star rating.

TIME 2 DIE

Complete Scenes 16, 17, 18, 19 and 20 with at least a three star rating.

GOD MODE

Complete the game on the Fetish difficulty setting and press ↓, ↓, ○, ↑, □, △, □ R2, ↑, ↑, L1, △ at the Main Menu.

accounts – one you plan on keeping and another just to use. Play one or two games with each created account giving them at least 100 Madden points each. Save each one and reset your PS2. When you restart, open your Madden cards screen and buy at least one pack of cards for each account. Then trade all the cards you want from your dummy account to your permanent account. Exit and the game will prompt you to save. Do so and the Save Screen will appear. Only save the permanent account and reset your PS2 again. Buy a pack with the dummy account and trade again then be sure to only save the permanent account and reset your PS2 for a third time. Repeat this process as many times as you need. You should get at least 14 cards each time.

ALWAYS WIN COIN TOSS

To always opt to receive the kick-off, press START before anything appears on the coin toss screen and you'll win every time!

MARK OF KRI

INVINCIBLE RAU

Press □, ○, ⊗, □, ○, □, ⊗, ○, ⊗, □, ○, ⊗ at the 'Press Start' screen. Now enter the 'Cheats' section at the Sage and the last card will be Invincible Rau. Press ⊗ to activate the code and get hacking away without fear of death.

MORE CODES

Enter the following at the 'Press Start' screen:...

Full health power
⊗, ⊗, ⊗, ⊗, □, □, □, □, ○, ○, ○, ○
Unlimited arrows
⊗, ○, □, □, ⊗, □, ○, ○, ⊗, □, □, ⊗
Stronger opponents
⊗, ○, □, □, ⊗, □, ○, ○, ⊗, ○, ○, ⊗

MATT HOFFMAN'S PRO BMX 2

Cor blimey! No sooner had we completed the second instalment of our guide when these brand-new cheat codes were being peddled. They enable you to unlock all the secret characters and plenty more besides! Simply enter them on the Press Start Screen and you'll hear a sound to confirm correct entry.

Unlock Elvis gear
○, L1, L1, ↑, ↑
Unlock padded gear
○, △, ←, →, ←, ○
Unlock Day Smith
△, ↑, ↓, ↑, ↓, □
Unlock Vanessa
△, ↓, ←, ←, ↓, □
Unlock Big Foot
△, →, ↑, →, ↑, □
Unlock Volcano
△, ↑, ↑, ⊗, ↑, ↑, ⊗
Unlock The Mime
△, ←, →, ←, →, ←
Unlock Tiki Battle
L1, L1, ↓, R1, ⊗, L1
Unlock Day Flatland movie
R1, ○, ←, ←, □, →, →, R1
Unlock Big Ramp movie
R1, ↑, ↓, ←, ⊗, ⊗, ⊗, R1

MAXIMO

GALLERY MODE

If you get kisses from all four of the Sorceresses and then complete the game you will unlock this mode.

MASTERY LEVEL

You need a 100 percent rating on every level to be able to play this special mode.When you get low on lives, armour or keys, use a Save Pool and return to The Boneyard. Play the level until your stocks are replenished and then return from whence you came.To get more fairies from the grave stones in Maximo, find a stone and hit it with a Jumping Sword Attack (press ⊗, ⊗, △), and five fairies will appear instead of the usual two. This makes collecting the 50 fairies required for a red coin much easier.

MAX PAYNE

Make Max's world a brighter place with these cheats...

INFINITE HEALTH

Pause the game during play. Now press L1, L1, L2, L2, R1, R1, R2, R2. You will need to re-enter this cheat at certain points in the game so keep an eye of for when it stops working.

ALL WEAPONS

Pause the game during play. Now press L1, L2, R1, R2, △, ○, ⊗, □. You will also find yourself in possession of full ammo and eight Painkillers.

LEVEL SELECT

Press SELECT during play to return to the Main Menu.
Now enter: ↑, ↓, ←, →, ↑, ←, ↓, ○.
Bear in mind that this cheat only works once you've got past the first Chapter of Part One.

MAX PAYNE 2

UNLOCK EVERYTHING

Start a game and press □,□,□,⊗,←,→,←,→,□,□,□,⊗,←,→,←,→. Now press START + SELECT to return to the main menu and select the 'New Game' option. Two new ,difficulty settings; two mini-games (New York Minute and Dead Man Walking) and a level select option (Jump to Chapter) are all unlocked.

MDK2: ARMAGEDDON

INVINCIBILITY

Pause the game at any time, then hold L2 + R2 and press ↑, ↑, ↓, ↓, ←, ←, →, →, □, △, □, △. Then finally hold down y until the pause screen disappears and you will instantly become invincible.

SLOW MOTION MODE

Begin a new game with Max and then hold R2 and press ↑, ↑, ↑, ↑. The action will now be slower.

KURT IN BOXER SHORTS

At the main menu, hold L2 + R2 and press □, □, △, □. Kurt will now appear in the game in only his pants!

MEDAL OF HONOR: FRONTLINE

Enter any of the following codes on the Password screen in the Options Menu. If the code has worked then the letter keys will flash green. Now go to the Bonus section and from here you can toggle the cheats on or off.

Mohton Torpedo............TPDOMOHTON
Silver Bullet:........................WHATYOUGET
Bullet Shield:..........................BULLETZAP
Perfectionist:..........................URTHEMAN
Invisible Enemy:.......................WHERERU
Achilles Head:..........................GLASSJAW
Rubber Grenades:.........................BOING
Men With Hats:..................HABRDASHR
Get Gold Star:.............................MONKEY
Snipe-O-Rama:.......................LONGSHOT

We have also hunted down a Master Code that unlocks all missions, cheats and extras in the blink of an eye. Simply go to the 'Passwords' screen in Options and enter DAWOIKS. If the code has worked then the keyboard of the enigma code machine will flash green and you'll notice that all of the missions have been magically completed (with Gold Star ratings) and all of the cheats in the 'Bonus' section are unlocked. To access the 'Extras' film reels in the 'Gallery', simply highlight the box of mission reels and press START and you'll be able to view several behind the scenes shorts. Now you can skip that mission where the nasty Germans have had you pinned down for an eternity and get on with the small feat of liberating Europe single-handed.

MEN IN BLACK 2: ALIEN ESCAPE

Enter any of the following codes on the 'Press Start' screen and the lettering will flash to confirm it has been correctly entered and has been activated.

Invincibility
→, ⊗, R1, △, ↑, L2, ⊗, ←, L1, ○, ⊗, R2
All weapons
↑, ↓, ⊗, □, R1, △, △, ←, ○, L1, L1, →
Level select
R2, △, ←, ○, □, L2, ←, ↑, ⊗, ↓, L2, □
Full bolt
←, →, ↑, ↓, L1, ○, △, R2, ←, ↓, □, □
Full spread
L2, R1, ○, L2, ↓, ↑, L1, → ,← , ⊗
Full homing
→, ↑, □, L1, ←, ←, L1, ←, ○, ←
Full beam
←, ○, △, →, L1, □, ←, R1, R1, △

100% GUNISHMENT

MEDAL OF HONOR: RISING SUN

DEFEAT THE YELLOW PERIL WITH THESE CHEATS...

ACHILLES HEAD MODE..........MANDARIN
ALWAYS SNIPER MODE..........PUFFER
BULLET SHIELD MODE..........................TANG
PERFECTIONIST MODE..........................HOGFISH
RUBBER GRENADES MODE................DAMSEL
BIG ARM MODE..SPINEFOOT
HAT MODE..SEAHORSE
SILVER BULLET MODE..........................TILEFISH
UNLIMITED AMMO...................................GOBY
UNLOCK ALL MISSIONS........................BUTTERFLY
ALL REPLAY ITEMS.................................GARIBALDI

Full area effect
←, ⊗, △, ↑, ⊗, ↓, ▣, L2, ←, R2
No power-up drops
↓, ↑, ⊗, ▣, ↓, ↑, ⊗, ▣, L1, L2, ▣, ◎
Boss mode
R1, △, ↓, ↓, ⊗, L2, ←, ▣, →, △, R2, L1
Training missions
▣, ↑, L2, ←, △, ⊗, R2, ◎, →, R1, ▣, ◎
Agent data
↑, ↓, ◎, R2, ←, L2, →, ⊗, R2, ▣, ↑, R1
Alien data
▣, L1, ◎, L2, ↓, △, R1, →, ⊗, ←, R2, △
'Making Of' feature
◎, R2, L2, ◎, △, ↓, ▣, ⊗, →, L1, ⊗, ↑

MICRO MACHINES

MICRO SOCCER

Find the three hidden stars located in Beachside GP in Single Player Mode. They are located (1) to the left outside of the submarine helmet, (2) behind the sand castle before the beach ball and (3) underneath the first jump at the very beginning.

MICRO MARBLE

Find the three hidden stars located in 911: Emergency GP. (1) at the first sewerage drain to the right at the start, (2) among the group of boxes close to the start, and (3) behind a wall after going down a flight of stairs.

BIG HEADS

Find the three hidden stars located in This Ol' House GP in Single Player Mode. They are located (1) behind the jack-in-the-box close to the start, (2) in a bon-bon located on the wooden planks above where it's possible to see the man taking a bath down below, and (3) in a pipe that is located directly after the big spider – the star should be to the right straight after you go through the pipe.

MIRROR TRACKS

Find the three hidden stars located in Toy Town Sci Fi GP in Single Player Mode. They are located (1) after the first teleport go left, there should be one located on underneath a pipe and next to a cup, (2) after going through the first teleport, another star is located to the right on a arm of a chair, and (3) a star is located behind a pillar to the right of the speed up.

CONCEPT ART

Find the three hidden stars located in Jungle Jamboree GP in Single Player Mode. They are located (1) behind the first jump, (2) after passing the first check point do a 90° left turn and go in the square hole that is covered in fire (a short cut), and after going through the short cut go ahead a bit more, and (3) the last one should be visible behind a broken statue head.

COLOUR TINT

Find the three hidden stars located in Hoedown GP in Single Player Mode. They are located (1) in the first party popper after going up the conveyer belt, (2) underneath the tapping foot of the woman with hairy legs, and (3) at the end of driving the hay bails road drop down slowly and land on the hay bail – below that is another star.

BIRD'S EYE

Find the three hidden stars located in Perilous Places GP in Single Player Mode. They are located (1) behind the grenade immediately after the moving piston, (2) in a lava rock along the lava path, and (3) at the three quarters point of the lap, after going up a hill where there red barrels are around, go to the left for the star.

EARN THE TEAM

Find the three hidden stars located in Graveyard GP in Single Player Mode. They are located (1) behind a rock just before the bridge with the skeleton, (2) destroy the sail on the coffin path next to the sign 'Bob Fat and Bald 1802–1852' and (3) in a secret short-cut located right of the fast forward power-up after the man in the jail cell.

MIDNIGHT CLUB 2

To enter any of the codes, select Cheat Codes from the Options Mode Menu. Note: Codes are case sensitive – press L2 to toggle between upper and lower case text when inputting them.

rimbuk
Unlocks everything in Arcade Mode (all cities, all vehicles, weapons, no damage, unlimited nitrous).
theCollector
Unlocks all vehicles in Arcade Mode and all available vehicles in Career mode (i.e. not the cop cars or the SLF450x).
pennyThug
Unlocks all cities and vehicles in Arcade Mode.
Globetrotter
Unlocks all cities in Arcade Mode.
immortal
Unlocks weapons (fired with L3 and R3), no damage and unlimited nitrous in Arcade Mode.
savethekids
Unlocks weapons (fired with L3 and R3) in Arcade Mode.
gladiator
Unlocks no damage in Arcade Mode.
carcrobatics
Enhances 'In-Air' control.

CHANGE DIFFICULTY

Enter any of the following codes to change the difficulty of the game if you want a challenge. Zero is the easiest setting and nine is the toughest.

CODE

howhardcanitbe0
howhardcanitbe1
howhardcanitbe2
howhardcanitbe3
howhardcanitbe4
howhardcanitbe5
howhardcanitbe6
howhardcanitbe7
howhardcanitbe8

UNLOCK LA COP CAR

Win all the Los Angeles circuit races in Arcade Mode. It cannot be used in Career Mode.

UNLOCK PARIS COP CAR

Win all the Paris circuit races in Arcade Mode. The Paris cop car cannot be used in Career Mode.

UNLOCK TOKYO COP CAR

Win all the Tokyo circuit races in Arcade Mode. The Tokyo cop car cannot be used in Career Mode.

UNLOCK SLF450X

Win all the circuit races in LA, Paris and Tokyo in Arcade Mode. It can't be used in Career Mode.

MINORITY REPORT

Enter one of the following cheats as a passcode.

Level select
PASSKEY
Level skip
QUITER
All combos
NINJA
All weapons
STRAPPED
Max ammo
MRJUAREZ
Max damage
SPINACH
Extra health
BUTTERUP
Free aim
FPSSTYLE
Pain arenas
MAXIMUMHURT
Armour
STEELUP
Rag doll
CLUMSY
Slow motion
SLIZOMIZO
Bouncy men
BOUNZMEN
Dramatic finish
STYLIN

MR MOSKEETO

We don't know what Eidos were thinking with this really rather odd game, but here are some codes that don't suck!

MOTHER MOSQUITO

On the Character Select Screen, hold L1 and press ↑, →, ←, ↓, ▣, ▣, R1, R1, R1. If the code has worked you'll hear a shout.

FATHER MOSQUITO

At the Character Select Screen, enable the Mother Mosquito code. Then, hold L2 and press ↑, →, ←, ↓, ▣, ▣, R2, R2, R2. If the code has worked you will hear a shout.

DOCTOR MOSQUITO

At the Character Select Screen hold L2 and press ↑, →, ←, ↓, ▣, ▣, R2, R2, R2

HIDDEN GAME

If you get bored of blood sucking in *Mr Moskeeto*, then we've got the buzz on a brand-new game you can unlock from within. To access it, plug in a second controller and hold START + SELECT on it after turning on the PS2. When the game eventually loads, a new mini-game will have replaced the mosquito madness in which two players battle it out to ram each other off a cliff using bicycles.

Yes, it is as odd as it sounds! You can push ▣ to move forward, ⊗ to jump and, when your power meter is full, you can also press △ to unleash a super charge attack. Another way to access this game is to hold L2 and continuously rotate the Right analogue stick clockwise at the title screen, but however you access it, you'll wish you hadn't! Fun for aproximately one minute and that's all really!

MUSIC 3000

EXTRA SKIN 1

SELECT, ←, →, ←, →, ←, →, ←, →, ←, →, ←, →

EXTRA SKIN 2

SELECT, ←, ←, →, →, ←, ←, →, →, ←, ←, →, →

EXTRA SKIN 3

SELECT, ←, ←, ←, →, →, →, ←, ←, ←, →, →, →

EXTRA SKIN 4

SELECT, ←, ←, ←, ←, →, →, →, →, ←, ←, ←, ←

FREE SONG

SELECT, ↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →

N IS FOR...

NBA HOOPZ

Go to the Vs Option and enter these codes just before the game begins and you'll be treated to some out of the ordinary court action:

Infinite turbo
▣, ▣, ▣, ⊗, ◎, ◎, ↑
No goal tending
▣, ▣, ▣, ▣, ⊗, ⊗, ⊗, ⊗, ◎, ◎, ◎, ◎, ←
Tiny heads
▣, ▣, ▣, ⊗, ⊗, ⊗, ←
No fouls
▣, ▣, ⊗, ⊗, ◎, ◎, →
Tiny players
▣, ▣, ▣, ▣, ▣, ⊗, ⊗, ⊗, ⊗, ◎, ◎, ◎, ←
Granny shots
▣, ⊗, ⊗, ◎, ←
Beach court
⊗, ⊗, ◎, ◎, ◎, ←
Street court
▣, ▣, ▣, ⊗, ⊗, ←
No hotspots
▣, ▣, ▣, ◎, ↑
Show shot %
⊗, ◎, ↓
Show hotspot
▣, ⊗, ↓
Big heads
▣, ▣, ▣, →
ABA ball
▣, ⊗, ◎, →
Midway uniform
◎, ◎, ◎, ◎, →
Home uniform
⊗, ◎, ◎, ◎, ◎, →
Away uniform
⊗, ⊗, ◎, ◎, ◎, ◎, →
Alternate uniform
⊗, ⊗, ⊗, ◎, ◎, ◎, ◎, →

NBA STREET

CHEAT MODE

Enter the following icons as codes to accessed the desired cheat in the main game...

No turbo
Deck/Mic/Mic/Board
Authentic uniforms
Ball/Ball/Deck/ Deck/Up
Casual uniforms
Deck/Deck/Ball/ Ball/Up
ABA Socks
Mic/Mic/Mic/Mic/Up
Tiny players
Mic/Ball/Mic/Ball/Up
Big heads
Mic/Deck/Shoe/ Deck/Up
Tiny heads
Mic/Shoe/Ball/ Shoe/Up
Less blocks
Board/Deck/Shoe/ Board/Up
Less steals
Board/Deck/Mic/ Ball/Up
No player indicators
Mic/Ball/Ball/Mic/Up
No shot indicator
Mic/Board/Shoe/ Mic/Up
No shot clock
Mic/Mic/Ball/ Board/Up
No alley-oops
Board/Mic/Deck/ Shoe/Up
No two-pointers
Board/Board/Ball/ Board/Up
No auto replays
Deck/Shoe/Deck/ Deck/Up
WNBA Ball
Ball/Deck/Shoe/ Ball/Up
EA Big Ball
Ball/Deck/Mic/ Ball/Up
Beach ball
Ball/Deck/Deck/ Shoe/Up
Football
Ball/Shoe/Deck/ Ball/Up
ABA Ball
Ball/Deck/Deck/ Ball/Up
Medicine ball
Ball/Deck/Deck/ Board/Up
NuFX ball
Ball/Deck/Board/ Ball/Up
Volleyball
Ball/Deck/Deck/ Mic/Up
Mega dunking
Board/Ball/Deck/ Ball/Up
No dunks
Board/Ball/Deck/ Shoe/Up
More gamebreakers
Deck/Mic/Board/ Shoe/Up
Less gamebreakers
Deck/Board/Mic/ Shoe/Up
No gamebreakers
Deck/Mic/Mic/ Shoe/Up
Springtime Joe 'The Show'
Deck/Deck/Ball/ Deck/Up
Summertime Joe
Deck/Ball/Ball/ Deck/Up
Athletic Joe
Deck/Shoe/Ball/ Deck/Up
Captain Quicks
Board/Ball/Shoe/ Deck/Up
Explosive rims
Deck/Shoe/Mic/ Ball/Up
Harder distance shots
Shoe/Shoe/Board/ Ball/Up
Easy distance shots
Shoe/Deck/Board/ Ball/Up
Ultimate power
Board/Deck/Deck/ Ball/Up
Mad handles
Board/Shoe/Deck/ Ball/Up
Super swats
Board/Board/Deck/ Ball/Up
Sticky fingers
Board/Mic/Deck/ Ball/Up
Player names
Ball/Deck/Shoe/ Board/Up
No HUD display
Deck/Mic/Deck/ Shoe/Up
Disable all cheats
Deck/Deck/Deck/ Deck/Up

NBA SUPERSTARS

Play the City Challenge and defeat any NBA team to unlock players from their roster.

BIGGS AND BEACON HILL COURT

Play the City Circuit and reach the Region 1 City Challenge. Defeat Biggs' team to unlock him as a playable character and the Beacon Hill court.

BONAFIDE AND BROAD STREET COURT

Play the City Circuit and reach the Region 2 City Challenge. Defeat Bonafide's team to unlock him as a playable character and Broad Street as a new court to play on.

SNAKES ALIVE

METAL GEAR SOLID 2: SUBSTANCE

THE BEST METAL GEAR GAME YET. AND ALL THE SNEAKY THINGS YOU CAN DO IN IT.

Just in time for Easter, a selection of delicious eggs for Snake's sneaky compendoium! Simply complete the game under the following conditions to reap these rewards

PHOTOGRAPH MODE

Complete Bomb Disposal, Hold Up and Eliminate Modes

CASTING THEATRE OPTION

Complete Sons Of Liberty on any difficulty

NINJA RAIDEN

Complete 50% of the VR missions as Raiden

RAIDEN X

Complete 100% of the VR missions as Raiden and Ninja Raiden

PLISKIN

Complete 50% of the VR missions as Snake

TUXEDO SNAKE

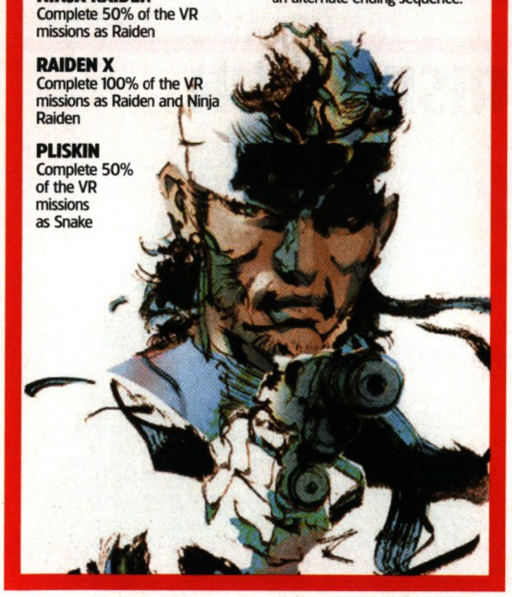
Complete 100% of the VR missions as Pliskin

ORIGINAL SNAKE

Complete 100% of the VR missions as Snake, Pliskin, Tuxedo Snake, Raiden, Ninja Raiden and Raiden X.

ALTERNATE ENDING SEQUENCE

Successfully complete a Snake Tale to unlock the M9, then use the M9 to stun the bosses instead of killing them to view an alternate ending sequence.



PAYNE-FUL

MAX PAYNE 2: THE FALL OF MAX PAYNE

BULLET TIME KILLING MADE EASY.

EXTRA DIFFICULTY MODES

Complete the game once to unlock the Hard Boiled (enemies always set to their toughest level) and Dead On Arrival (enemies always set to their toughest level and a limited number of saves per level) difficulty settings.

UNLOCK MINI-GAMES

Complete the game once to unlock the New York Minute and Dead Man Walking mini-games.

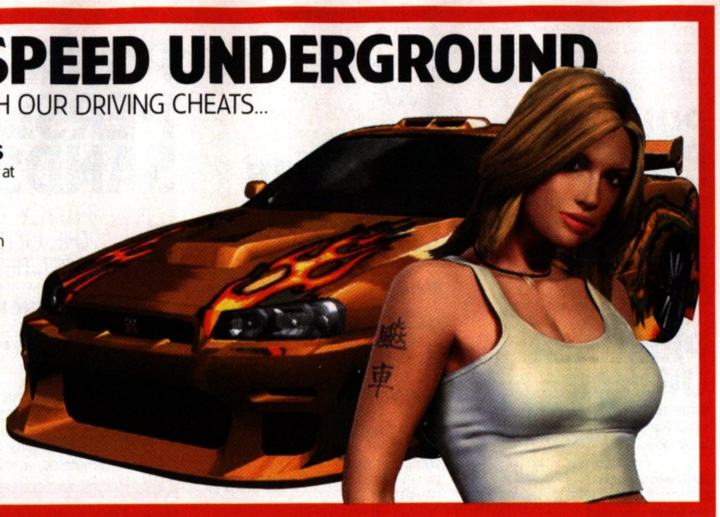
ALTERNATE ENDING

Complete the game on the Dead On Arrival difficulty setting.

NITRO-PACKED

NEED FOR SPEED UNDERGROUND

GET GO FASTER STRIPES WITH OUR DRIVING CHEATS...



UNLOCK ALL CIRCUIT TRACKS
Press ↓, R1, R1, R1, R2, R2, R2, □ at the Main Menu.

UNLOCK ALL SPRINT TRACKS
Press ↑, R2, R2, R2, R1, ↓, ↓, ↓ at the Main Menu.

UNLOCK ALL DRAG TRACKS
Press →, □, ←, R1, □, L1, L2, R2 at the Main Menu.

UNLOCK ALL DRIFT TRACKS
Press ←, ←, ←, ←, →, R2, R1, L2 at the Main Menu.

ENABLE DRIFT PHYSICS FOR ALL RACES
Press R1, ↑, ↑, ↑, ↓, ↓, ↓, L1 at the Main Menu.

DRAKE AND THE YARD COURT
Reach the Region 3 City Challenge. Defeat Drake's team to unlock him and the Yard court.

DJ AND VENICE BEACH COURT
Play the City Circuit and reach the Region 4 City Challenge. Defeat DJ's team to unlock him as a playable character and you'll also unlock the Venice Beach court.

TAKASHI AND YAKATOMNI PLAZA COURT
Play the City Circuit and reach the Region 5 City Challenge. Defeat Takashi's team to unlock him as a playable character and the Yakatomni Plaza court.

STRETCH AND RUCKER PARK COURT
Play the City Circuit and reach the Region 2 City Challenge. Defeat Stretch's team to unlock him as a playable character and the Rucker Park court.

SSX SNOWBOARDING TEAM
To unlock the hidden SSX team, simply get ten wins in any of the in-game modes.

3LW TEAM
To unlock the hidden 3LW team, simply get 20 wins in any of the in-game modes.

NYC LEGENDS TEAM
To unlock the hidden NYC Legends team, simply get 30 wins in any of the in-game modes.

STREET LEGENDS TEAM
Win the City Circuit to unlock the Street Legends team. This comprises of Biggs, Bonafide, Drake, DJ, Takashi, Stretch and the great 'air' man, Michael Jordan himself!

TEAM DREAM
Win Hold The Court Mode by completing all of the objectives to unlock a hidden team.

NEED FOR SPEED: HOT PURSUIT 2

Get your sweaty mitts on a garage full of hot new motors, simply by entering any of the following codes at the Main Menu. Be warned though, you cannot save any of these ill-gotten beasts.

Aston Martin V12 Vanquish
R2, →, R2, →, △, ←, △, ←
BMW Z8
□, →, □, →, R2, △, R2, △
Chevrolet Corvette Z06
←, R2, ←, R2, L1, R1, L1, R1
Ferrari 360 Spider
R2, □, R2, □, △, L2, △, L2
Ferrari F50
L1, △, L1, △, →, L2, →, L2
Ferrari F550
L1, □, L1, □, →, R1, →, R1
Ford Pursuit Mustang Cobra R
←, □, ←, □, R2, R1, R2, R1
Ford TS50
→, ←, →, ←, R2, □, R2, □
HSV Coupe GTS
L1, L2, L1, L2, R1, △, R1, △
Lamborgini Diablo 6.0 VT
→, R2, →, R2, R1, L1, R1, L1
Lotus Elise
△, R2, △, R2, ←, □, ←, □
McLaren F1
△, L1, △, L1, R1, ←, R1, ←
McLaren F1 LM
□, L1, □, L1, △, →, △, →
Mercedes CLK GT
R2, R1, R2, R1, ←, △, ←, △
Porsche Carrera G
←, →, ←, →, R1, R2, R1, R2

NFL QUARTERBACK CLUB 2002

UNLOCK STEVE YOUNG
Throw in excess of 5,100 yards with any single quarterback in a single season.

UNLOCK TROY AIKMAN
Beat seven of your adversaries in the Quarterback Challenge.

UNLOCK DAN MARINO
Throw in excess of 50 touchdown passes in one season with one quarterback.

UNLOCK BOOMER ESIASON
Throw 15 passes to the same team mate in the same game.

UNLOCK BERNIE KOZAR
Make five scoring passes with the same quarterback in the same match.

UNLOCK JIM EVERETT
Set a new all-time record in the Quarterback Challenge.

UNLOCK JOHN ELWAY
This legend is unlocked by rushing 2,000 yards with a single player in a single season.

UNLOCK JIM KELLY
Attempt at least 20 passes in a game and get a Quarterback rating of 105.

UNLOCK PHIL SIMS
Notch 500 passing yards in a single game.

NHL 200

SUPER DEFENSE
Enter the Create-A-Player screen and enter the names Sandis Ozolinsh, Chris Pronger or Scott Hannan. Enter 'Yes' to use their ratings and then adjust them accordingly.

SUPER OFFENSE
Enter the Create-A-Player screen and enter the names Peter Forsberg, Jaromir Jagr, Keith Tkachuk, Pavel Bure, Steve Yzerman, Owen Nolan, Rob Blake, Eric Lindros or Nicklas Lidstrom. Enter 'Yes' to use their ratings and then adjust them accordingly.

SUPER GOALIE
Enter the Create-A-Player screen and enter the names Patrick Roy, Dominik Hasek, Ed Belfour or Olaf Kolzig. Enter 'Yes' to use their ratings and then adjust them accordingly.

NO-ONE LIVES FOREVER

Highlight the 'Load Game' Option at the Main Menu, then hold L3 + R3 and press ⊗ to enter the 'Select Mission' screen. From here you can choose any starting point for any mission, including debriefing and training. When you're done, simply press △ to exit.

O IS FOR...

ONIMUSHA 2

UNLOCK EASY MODE
Start a game and die three times in a row. If done correctly, a new easy difficulty setting will become available. You can't get an Onimusha rank though.

UNLOCK HARD MODE
Complete the game on the Normal difficulty setting.

EASY GOLD AND SOULS
On the path before the Gold Mine, you will be attacked by some of Nobunaga's guards. Kill them and pick up the gold and souls that they drop. You can repeat it.

OBTAINING THE HEALING STONE
If you find yourself with an absolute abundance of gold, buy all the items from the shop in the town. Once you've completed the hefty transaction, talk to the shop keeper again to receive the Healing Stone.

ONI

MASTER CODE
At any time during play, press SELECT. Highlight 'Help' and then press L2, L1, L2, □, ○, □. Although there is no confirmation that the code has worked, you will now be able to enter any of the following sub-codes. The Master code must be re-entered before each new code is entered.

Unlimited ammo
L2, L2, L1, L3
Ballistic ammo
○, ○, ○, R3
One-hit kills
L3, R3, ○, □
Tiny characters
L3, R3, □, ○
Big characters
R3, □, ○, L3
Big heads
START, □, ○, START
Gatling guns
L2, L2, L1, L3
Unlimited Phase Cloak
L1, R3, L2, L3

CHARACTER SELECT
Enable the Master code and then press L2, L2, L2, L2. A sound will confirm correct entry. Keep pressing L2 to cycle through the characters available on the current level, each of which has special moves that are different than Konoko's. This mode is all that remains of the deathmatch mode which was removed prior to the game's release.

ONIMUSHA WARLORDS

UNLOCK ONI SPIRITS
Successfully complete the game having collected all 20 Fluorites and then save. Now go to the 'Special Feature' option on the Main Menu and a new option called 'Oni Spirits' is available. In this 12-level sub-game, you must smash a certain amount of vases before your unsavory enemies and before your energy/timer runs out.

UNLOCK ULTIMATE MODE
If you actually manage to conquer all 12 levels of the Oni Spirits sub-game, you'll unlock Ultimate Mode. Start a new main game and you'll be asked to choose your style from Normal to Ultimate. In

HAVING A BALL

PRO EVOLUTION SOCCER 3

THE REAL TEAM NAMES. SNEAKY STAT INCREASING. AND THE CLASSIC TEAMS. HERE NOW.

To Increase/Decrease all player's abilities by five points, select Edit Mode, choose Edit Player and then Enter Number. Input any of the following codes to +/- all player's abilities from the relevant team. Codes can be input multiple times.

INTERNATIONAL TEAMS

TEAM	+ 5	- 5
Austria	1000	2000
Belgium	1001	2001
Bulgaria	1002	2002
Croatia	1003	2003
Czech Republic	1004	2004
Denmark	1005	2005
England	1006	2006
Finland	1007	2007
France	1008	2008
Germany	1009	2009
Greece	1010	2010
Hungary	1011	2011
Ireland	1012	2012
Italy	1013	2013
Netherlands	1014	2014
Northern Ireland	1015	2015
Norway	1016	2016
Poland	1017	2017
Portugal	1018	2018
Romania	1019	2019
Russia	1020	2020
Scotland	1021	2021
Serbia and Montenegro	1022	2022
Slovakia	1023	2023
Slovenia	1024	2024
Spain	1025	2025
Sweden	1026	2026
Switzerland	1027	2027
Turkey	1028	2028
Ukraine	1029	2029
Wales	1030	2030
Cameroon	1031	2031
Egypt	1032	2032
Morocco	1033	2033
Nigeria	1034	2034
Senegal	1035	2035
South Africa	1036	2036
Tunisia	1037	2037
Costa Rica	1038	2038
Jamaica	1039	2039
Mexico	1040	2040
United States	1041	2041
Argentina	1042	2042
Brazil	1043	2043
Chile	1044	2044
Colombia	1045	2045
Ecuador	1046	2046
Paraguay	1047	2047
Peru	1048	2048
Uruguay	1049	2049
China	1050	2050
Iran	1051	2051
Japan	1052	2052
South Korea	1053	2053
Saudi Arabia	1054	2054
Australia	1055	2055
Classic Argentina	1056	2056
Classic Brazil	1057	2057
Classic England	1058	2058
Classic France	1059	2059
Classic Germany	1060	2060
Classic Italy	1061	2061
Classic Netherlands	1062	2062

CLUB TEAMS

TEAM	+ 5	- 5
Bruxelles (Anderlecht)	1063	2063
Prague (Sparta Prague)	1064	2064
North London (Arsenal)	1065	2065
WM Village (Aston Villa)	1066	2066
Lancashire (Blackburn)	1067	2067
West London Blue (Chelsea)	1068	2068
Merseyside Blue (Everton)	1069	2069
West London White (Fulham)	1070	2070
Yorkshire (Leeds United)	1071	2071
Merseyside Red (Liverpool)	1072	2072
Lloyd (Manchester City)	1073	2073
Trad Bricks (Man United)	1074	2074
Tyneside (Newcastle United)	1075	2075
North East London (Spurs)	1076	2076
East London (West Ham)	1077	2077
Azur (Monaco)	1078	2078
Bourgogne (Auxerre)	1079	2079
Aquitaine (Bordeaux)	1080	2080
Rhone (Olympique Lyonnais)	1081	2081
Languedoc (Marseille)	1082	2082
Ile de France (Paris St. Germain)	1083	2083
Nord (RC Lens)	1084	2084
Rhein (Bayer Leverkusen)	1085	2085
Rekordmeister (Bayern Munich)	1086	2086
Westfalen (Borussia Dortmund)	1087	2087
Hanseaten (Hamburg)	1088	2088
Hauptstadt (Hertha Berlin)	1089	2089
Ruhr (Schalke 04)	1090	2090
Weser (Werder Bremen)	1091	2091
Peloponnisos (Olympiakos)	1092	2092
Athenakos (Panathinikos)	1093	2093
AC Milan (AC Milan)	1094	2094
AS Rome (AS Roma)	1095	2095
Emilia Sud (Bologna)	1096	2096
Longobardi (Brescia)	1097	2097
Veneto (Chievo)	1098	2098
Lombardia (Internazionale)	1099	2099
Juventus (Juventus)	1100	2100
Lazio (Lazio)	1101	2101
Parma (Parma)	1102	2102
Umbria (Perugia)	1103	2103
Abruzzi (Udinese)	1104	2104
Museumplein (Ajax)	1105	2105
Feyenoord (Feyenoord)	1106	2106
Stadhuisplein (PSV Eindhoven)	1107	2107
Lisbonera (Benfica)	1108	2108
Puerto (Porto)	1109	2109
Esportiva (Sporting Lisbon)	1110	2110
Valdai (Spartak Moscow)	1111	2111
Old Firm Green (Celtic)	1112	2112
Old Firm Blue (Rangers)	1113	2113
Manzanares (Athletico Madrid)	1114	2114
Guadalquivir (Real Betis)	1115	2115
Galicia Sur (Celta Vigo)	1116	2116
Galicia Norte (Deportivo La Coruna)	1117	2117
Cataluna (Barcelona)	1118	2118
Chamartin (Real Madrid)	1119	2119
Donosti (Real Sociedad)	1120	2120
Naranja (Valencia)	1121	2121
Constantinahce (Fenerbahce)	1122	2122
Byzantinobul (Galatasary)	1123	2123
Marmara (Dynamo Kiev)	1124	2124
PES United	1125	2125
WE United	1126	2126
Other (Freelance Players)	1127	2127

MASTER CODE

TEAM	+ 5	- 5
All teams	1999	2999

ROBOTS

Includes cyborgs, robot-men and dogobots...

1. VINCENT & BOB

Needlessly cute Vital Information Necessary CENTralized was one of the robots in Disney sci-fi stinker *The Black Hole*. Bob was a 'relative' of Vincent. You knew this because they're exactly the same except in one key area: Bob's got some sort of, er, erect 'pole' protruding from his body. And this was a kid's film.

2. K9

Plainly rubbish robot-dog created by Professor Marinus for Dr Who's Leela. (Or, more likely, the BBC props department, using the rusty shell of an Austin Allegro.) The good Doctor made his own version of K9 after Leela went off to get married. He called it K9 Mark II. Inventive.

3. THE TERMINATOR

With a vocabulary entirely made up of the words 'Sarah' and 'Connor', The Terminator was a lean, mean killing machine that could pop out his own eyeball and murder nubile young beauties in the comfort of their own kitchen. Went all soft for the sequel, most notably when he got lowered into a vat of molten steel at the end and then gave his mates the old thumbs up. Mincer.

4. BENDER

Bettered only by Zapp Brannigan.

5. R2-D2

Eminently preferable to the both-sides-buttered campness of C3PO, R2 had a great sense of humour. If you understood jokes constructed entirely from beeps and whistles.

this great new mode, you start the game with infinite ammo for all weapons, limitless sword magic, 99 Soul Absorbers and, best of all, the Bishamon Sword – the best weapon in the game that has the combined power of your three standard swords and can kill most enemies with a single swipe!

UNLOCK EXTRA COSTUMES

Successfully complete the game with at least ten Fluorites and save. When you begin a new game you will be asked to choose between Normal and Special Samanosuke. Choose the new latter option and you'll play the entire adventure with the hero bumbling around in a panda costume. You can press L2 to raise and lower your mask.If you complete the game with an 'S' ranking, then you'll also unlock a new costume for Samanosuke's sidekick, Kaede, which consists of a red skirt complete with little wings and a tail!

GET AN 'S' RANKING

Anyone that's played a Resident Evil game will be familiar with the ranking system – although in this game the time you take to complete it isn't a deciding factor. Basically, you must complete the game only saving once, collect all 20 Fluorites along the way, only use healing herbs and never medicine and absorb a shedload of souls. As time isn't important, we recommend you revisit heavily populated areas where the monsters respawn frequently and take time to repeatedly masacre them. The more souls you absorb, the better the chances of getting the top ranking are!

P IS FOR...

PARAPPA THE RAPPER 2

DIFFERENT HATS

Blue Hat
Complete the game once
Pink Hat
Complete the game twice
Yellow Hat
Complete the game thrice

RECORD SHOP

Put your yellow hat on, complete the game, and you will now have access to the Record Shop, where you can body pop to the music of your choice until all of your limbs begin to ache.

POLAROID PETE

BONUS LEVELS

Play the Fairground level and take a photograph of the elephant trunk that pops out of the tent behind the train to unlock a hidden bonus level. Then, take a photograph of the roller coaster while it's doing a loop to unlock another hidden bonus level.

PRISONER OF WAR

Enter the following codes as case-sensitive passwords to help you on your way:

All levels unlocked
ger1eng5
No levels unlocked
defaultm
All daily events
alltimes
All core events
coretimes
No core events except current
farleymydog
First person view
Boston
Overhead view
Foxy
Unlimited money or rocks
Dino

UNKNOWN CODES

The following codes can be inputted as case-sensitive passwords , we just have no idea what they do.
Unknown code #1
Dt
Unknown code #2
Togsavecan0

NEW OPTIONS

Enter the following case-sensitive passwords to unlock new modes that toggle new effects in the game...

Change guard size
Size
Muffin
Change guard awareness
Awareness
Quincy
Cannot be shot
Defiance
Defiance

PRO EVOLUTION SOCCER

There's loads of teams to unlock in PES and here's how you do it:

Classic Holland
Win the European Cup with Holland
Classic Germany
Win the European Cup with Germany
Classic Europe
Win the European Cup
Classic Brazil
Win the American Cup with Brazil
Classic Argentina
Win the American Cup with Argentina
Europe All Stars
Win the International Cup with France
World All Stars
Win the International League

TWO-PLAYER MASTER LEAGUE CO-OP

Unbeknown to many (and us until recently) there is a method to enable two players to participate in a co-operative Master League season in the definitive PS2 footie game. Here's how... When the game has loaded, proceed to 'Match Mode', using controller one only, and select 'Club Teams'. Now, still using controller one, select controller two as the 'Away Team', then press △ to cycle back a screen and then select 'Club Teams' again. Don't change anything and use the △ button to go back to the Main Menu. Now load up a Master League save (this trick doesn't work if you attempt to start a new league) and then at the set up screen, where you can choose your squad prior to the game starting, select 'Cont. Options'. Move controller two across so that you're both on the same team.

PRO EVOLUTION SOCCER 2

Here are all the hidden extras in PES2 and how to unlock them.

Classic Argentina
win the South American Cup with Argentina.

Classic Brazil
win the South American cup with Brazil.

Classic England
win the European Cup with England.

Classic France
win the European Cup with France.

Classic Germany
win the European Cup with Germany.

Classic Netherlands
win the European Cup with Netherlands.

Classic Italy
win the European Cup with Italy.

European All Stars
win the International Cup with anyone.

World All Stars
win the International League with anyone.

Acheive a Fantastic rating in each training discipline to unlock out of contract star players for use in the Master League.

Win Master League Division One to unlock more players.

PRIMAL

Hold L1 + L2 + R1 + R2 for about five seconds at the Main Menu, Bonus Materials Menu, or Options Menu to display the code entry screen. Highlight one of the 'A' letters in a code, then hold ⊗ and press ← or → to change it. Press ⊡ to accept the completed code. Press △ to exit the code entry screen.

Invulnerability
DEMONISE
Solum scenes
SNOWFLIGHT
Aquis scenes
CHARYBDIS
Aetha scenes
FLINTLOCK
Volca scenes
SUNSTONE
Tarot Gallery
ARCANUM
Easy Kill
MORTIFIC
Bonus A
SEABREEZE
Bonus B
AURORA
Bonus C
PSYCHOSIS
Bonus D
MIRRORY
Bonus E
ASCENDENT

PROJECT ZERO

TRUE ENDING

Only by completing the game on the Nightmare difficulty setting can you view the true ending. And that means that you must start from the beginning and not use the Chapter Selection Option (see below) to start on 1st Night, 2nd Night, 3rd Night, or Final Night. If you start from either of these Nights, you'll not see the true ending when you complete the game. So there. What is the 'true' ending? Well, that would be spoiling things!

UNLOCKABLE EXTRAS

By completing the game on various difficulty settings, you'll unlock the following new features...

Feature	Mode	Setting
Battle Mode	Story	Any
Nightmare Mode	Battle	Any
Chapter Selection	Story	Any
Nightmare Ghost List	Story	Any
New Costumes	Story	Any
Sound Test	Story	Any
Special Function	Story	Any

Q IS FOR...

QUAKE III REVOLUTION

LEVEL SKIP

At any point during a game, hold R1 + R2 + L1 + SELECT and press ⊗, ◎, ⊡, △, ⊗, ◎, ⊡ and △. If it's been entered correctly, you'll hear a sound and automatically win the match.

R IS FOR...

RAINBOW SIX 3

UNLOCK CUSTOM MISSION MAPS

At the Main Menu, press L1, R2, L2, R1, ←, →, ⊡, ◎. Select 'Custom Mission' and all the maps should be unlocked.

RAYMAN M

A feast of cheats for the armless hero!

ALL CHARACTERS

Enter PUPPETS as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct code entry.

ALL LEVELS

Enter ALLRAYMANM as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct code entry.

ALL BATTLE LEVELS

Enter ALLFISH as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct code entry.

ALL RACE LEVELS

Enter ALLTRIBES as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct entry.

ALL SKINS

Enter CARNIVAL as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct code entry.

RAYMAN REVOLUTION

UNLOCK CHEATS MENU

In the game, go to any map except for the first and enter the Options menu. Now select the Sound menu, highlight 'Mute', hold L1 + R1 and press L2, R2, L2, R2, L2, R2. If entered correctly, a new Cheat menu will appear.

UNLOCK MULTIPLAYER MAPS

Go to the first map and enter the Options screen. Select Language, then Voices and highlight the 'Raymanian' voice. Hold L1 + R1 and press L2, R2, L2, R2, L2, R2. If done correctly, three new multiplayer maps will be unocked.

BABY SOCCER NAMES

Check out the hidden Baby Soccer multiplayer game (see above cheat to find out how to unlock it) hold L1 + R1 and press L2, R2, L2, R2, L2, R2. The name'll appear above heads.

READY 2 RUMBLE BOXING:

PRINCELY

PRINCE OF PERSIA: THE SANDS OF TIME

FANCY TAKING A TRIP BACK TO THE OLD SCHOOL? HERE WE HAVE JUST THE TICKET.

UNLOCK CLASSIC PRINCE OF PERSIA MINI-GAME

Complete the game once.

SECRET LEVEL

Start a new game, but don't move from the balcony where you begin. Press and hold L3 and press ⊗, ⊡, △, ◎, △, ⊗, ⊡, ◎. You will now enter a secret level, which is a 3D version of the first level from the original *Prince Of Persia*. However, the level hasn't been completed, so it cannot be, er, completed.

GUNNERY

RATCHET & CLANK

GET IT ALL WITH OUR HANDY GAME-CRACKERS...

Insomniac puts fellow platform producers, Naughty Dog, to shame with this collection of complete-it-first-then-piss-around codes. After defeating Drek, go to the 'Goodies' menu and execute one of the following combos for the desired effect.

BIG HEAD MODE FOR RATCHET

Press Flip Back (x3), Full Second Crouch, Stretch Jump, Full Second Glide.

BIG HEAD MODE FOR CLANK

Press Flip Back, Hyper-Strike, Comet-Strike,
Double Jump, Hyper-Strike, Flip Left, Flip Right,
Full Second Crouch.

BIG HEAD MODE FOR ENEMIES

Press Stretch Jump, Flip Back (x3), Stretch Jump,
Flip Back (x3), Stretch Jump, Flip Back (x3), Full
Second Crouch.

BIG HEAD MODE FOR NPCS

Press Flip Left, Flip Right, Flip Back (x3), Comet-Strike, Double Jump, Comet-Strike, Hyper-Strike.

TEMPORARY INVINCIBILITY WHENEVER HEALTH IS FULL

Press Comet-Strike (x4), Flip Back, Full Second Crouch, Flip Back, Full Second Crouch, Comet-Strike (x4). You will gain about thirty seconds of invincibility whenever a Life Blue Ball us collected.

MIRRORED LEVELS

Press Flip Left (x4), 3-Hit Wrench Combo, Hyper Strike, Flip Right (x2), Double Jump, Flip Right (x2), Double Jump, Full Second Crouch.

TRIPPY CONTRAILS

Press Wall Jump (x10), Double Jump, Hyper-Strike. You will see an effect behind you during rail slides.

ROUND 2

MASTER CODE

At the Character Select Screen, press ←, →, ←, ←, →, ↑, ↓, R1, R1, R1, R1, R1, R2. If the cheat has worked then all characters and cheats will be unlocked, saving you hours.

EXTRA CHEATS

Enter the following codes on the Character Select Screen for the desired effect...

All characters
←, ←, →, R2, ←, →, →, R1x2, R2
Championship costumes
←, ↓, →, →,
↑, R1, R2, R1x20, R2
Holiday costumes
←x2 ↓, →, ↑, R1x8, R2, R1x4, R2
All training
←, ↓, ↑, ↓, ↑, R1x20, R2
New Year's Day secrets
→, ↑, ↓, ↓, ↓, R1, R2
Valentine's Day secrets
→, ↑, ↓, ↓, ↓, R1x2, R2
St Patrick's Day secrets
→, ↑, ↓, ↓, ↓, R1x3, R2
Easter secrets
→, ↑, ↓, ↓, ↓, R1x4, R2
Independence Day secrets
→, ↑, ↓, ↓, ↓, R1x5,R2
Halloween secrets
→, ↑, ↓, ↓, ↓, R1x6, R2
Thanksgiving secrets
→, ↑, ↓, ↓, ↓, R1x7, R2
Christmas secrets
→, ↑, ↓, ↓, ↓, R1x8, R2
Thin boxers
→, →, ↑, ↓, →, R1, R2
Fat boxers
→, →, ↑, ↓, →, R1x2, R2
Faster speed
→, →, ↑, ↓, →, R1x4, R2
Zombie boxers
←, ↑, →, ↓, R1x2, R2
Big gloves
←, →, ↑, ↓, R1, R2

EXTRA CAMERA ANGLES

At the Character Selection Screen, press R1x20, R2, R1, R2, R1x18, R2, R1x9, R2, R1x14, R2, R1x5, R2, R1x9, ←, →, ↑, ↓ and R2. If the code has worked you'll hear a sound. Now play the game, pause at any time and you'll be able to access 15 new camera angles.

VIEW ENDING SEQUENCE

At the Character Selection Screen, press R1x20, R2, R1, R2, R1x18, R2, R1x9, R2, R1x14, R2, R1x5, R2, R1x9, ←, →, ↑, ↓ and R2. If the cheat has worked then you'll hear a sound to confirm.

FULL RUMBLE METER (LEVEL ONE)

Pause the game at any time and press R1, R2, ↓, ↑, ↑, ←, R1, R1, R1, R1.

FULL RUMBLE METER (LEVEL TWO)

Pause the game at any time and press R1, R1, R2, ↓, ↑, ↑, ←, R1, R1, R1, R1, R2.

FULL RUMBLE METER (LEVEL THREE)

Pause the game at any time and press R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, ←, →, ↑, ↓.

UNLOCK FREAK E. DEKE AND MICHAEL JACKSON

At the Character Selection Screen, press R1x13, R2, R1x10, R2. If the code has worked you'll hear a sound and these two characters will instantly appear on the character select screen.

UNLOCK HIDDEN CHARACTERS

To unlock each of the hidden characters manually, you must complete Arcade Mode a certain number of times. Here's all of the secret characters and the number of times you must complete the game to access them...

Character	Xs complete
Freak E. Deke	1
Michael Jackson	2
G. C. Thunder	3
Wild 'Stubby' Corley	4
Shaquille O'Neal	5
Freedom Brock	6
Rocket Samchay	7
Robox Rese-4	8
Bill Clinton	9
Hilary Clinton	10

UNLOCK RUMBLEMAN

To unlock the best character in the game, you must complete Arcade Mode with every character, including the hidden ones and then complete the game once more in Hard Mode.

PS2 DATE COSTUMES

By setting your PS2 system date to certain configurations, you can unlock special seasonal costumes for some of the characters. Here's those all-important dates...

Costume	Date
Joey T's baby suit	01/01/01
Ref's leprechaun suit	17/03/01
Lulu's kinky lovers suit	14/02/01
Mama Tua's bunny suit	23/04/01
G. C. Thunder's Uncle Sam suit	04/07/01
J. R. Flurry's skeleton suit	31/10/01
Selene Strike's elf suit	25/12/01
Rumbleman's snowman suit	25/12/01
Thanksgiving ring	23/11/00

REDCARD

UNLOCK EVERYTHING

To instantly unlock everything in the game, enter BIGTANK as your profile name.

UNLOCK APES TEAM

To unlock the Apes team, conquer the African continent and beat them in World Conquest mode. You will also unlock the Victoria Falls stadium.

UNLOCK DOLPHINS TEAM

To unlock the Dolphins team, conquer the Australian continent and beat them in World Conquest mode. You will also unlock the Nautilus Stadium.

UNLOCK SWAT TEAM

To unlock the SWAT team, conquer the North American continent and beat them in World Conquest mode.

UNLOCK SAMURAI TEAM

To unlock the Samurai team, conquer the Asian Continent and beat them in World Conquest mode. You will also unlock the Youhi Gardens stadium as well for you to play in.

UNLOCK FINALS MODE

To unlock Finals Mode, complete all matches in World Conquest Mode. A new tornament lies in wait to see if you really are a master.

RED FACTION

To get 100% accuracy with any gun in Red Faction, hold ↑ on the d-pad when you shoot – your bullets will always hit their target.

RED FACTION II

The first game contained no cheats whatsoever – at least not any we found – so it seems Volition is making it up to all you code junkies by cramming a shed-load into this explosive sequel. To enter them, simply go to the 'Cheats' screen in the main Options Menu and get tapping.

Unlock all cheats
⊡, ◎, △, ◎, ⊡, ⊗, △, ⊗
Unlock all options
△, △, ⊗, ⊗, ⊡, ◎, ⊡, ◎
Level select
◎, ⊡, ⊗, △, ⊡, ◎, ⊗, ⊗
Super health
⊗, ⊗, ⊡, △, ⊡, △, ◎
Unlimited ammo
⊡, △, ⊗, ◎, ⊡, ◎, ⊗, △
Unlimited grenades
◎, ⊗, ◎, ⊡, ⊗, ◎, ⊗, ◎
Rapid rails
◎, ⊡, ◎, ⊡, ⊗, ⊗, △, △
Bouncy grenades
◎, ◎, ◎, ◎, ◎, ◎, ◎, ◎
Gibby explosions
△, ◎, ⊗, ⊡, △, ◎, ⊗, ⊡
Gibby bullets
◎, ◎, ◎, ◎, △, ⊗, ◎, ◎
Instagib ammunition
⊗, ⊗, ⊗, ⊗, ⊡, ◎, ⊗, ⊗
Director's cut
⊡, ⊗, ◎, △, ◎, ⊗, ⊡, △
Walking dead
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗
Wacky deaths
△, △, △, △, △, △, △, △
Rain of fire
⊡, ⊡, ⊡, ⊡, ⊡, ⊡, ⊡, ⊡

REIGN OF FIRE

LEVEL SELECT

At the Main Menu, press ↑, ←, ◎, ◎, ←, ←, ⊡, ↓, ↑, ◎ to be able to instantly access any level in the game.

IN-GAME CHEATS

Enter any of the following codes during play...

LEVEL SKIP

⊡, △, ←, ↓, →, △, →, ↑, ⊗

INVINCIBILITY

⊗, △, →, ←, ◎, ↑, ↓, ↓, →, ◎, ◎

EXTRA DAMAGE

⊗, △, →, ↑, →, △, ◎, →

BURN EVERYTHING

⊡, △, ←, ↓, ⊡, ◎

GOAT MODE

△, →, ←, ←, ◎, △, ⊡, →, ↑

RESIDENT EVIL CODE: VERONICA X

UNLOCK BATTLE MODE

Successfully complete the game under any difficulty setting. The game will automatically save after the end credits and a new Battle Mode option will be unlocked in the Main Menu. You will also unlock the rather cool first-person view!

UNLOCK STEVE BURNSIDE IN BATTLE MODE

Get the Gold Lugar replica from the basement office on disc two. The correct sequence to open the drawer is: Red, Green, Blue and Bottom.

UNLOCK ALBERT WESKER IN BATTLE MODE

Take Albert Wesker's sunglasses from the floor in the incubation lab after the intermission sequence when playing as Chris. You can also unlock Wesker in Battle Mode by first unlocking Steve Burnside and then finish Battle Mode as Chris with the best grade. He is armed with only a knife and two mixed herbs.

UNLOCK ALTERNATE CLAIRE IN BATTLE MODE

Perform well with the original Claire and get the best ranking to unlock her alter-ego.

UNLOCK ALTERNATE CHRIS IN BATTLE MODE

Complete Battle Mode with Albert Wesker to unlock an alternate version of Chris Redfield.

UNLOCK LINEAR LAUNCHER IN BATTLE MODE

Get an 'A' ranking with Steve Burnside, Chris Redfield and Albert Wesker, plus both versions of Claire Redfield and you'll unlock the Linear Launcher for use in Battle Mode. It will appear in your inventory the next time you play. It's one meaty piece of hardware!

RESIDENT

EVIL: DEAD AIM

UNLOCK FONGLING

Complete the game with any rank and start a new game with your completed game data. You will be given the option to play as Fongling. Playing as this new character makes no difference to the gameplay.

REZ

AREA 5

Notch up a 100% rating for Areas 1-4 to unlock this new level.

LOST AREA

Either complete Area 5 or play for over five hours to unlock this.

TRANCEMISSION

Rank top in the Lost Area to unlock this.

BONUS SCORE ATTACK AREAS

These are unlocked by completing Score Attack Mode.

BONUS BEAM TYPES

Complete a combination of Areas in Score Attack Mode. Every five times this is done a new beam type is unlocked.

NEAR VIEW

Get first place in two areas in Score Attack Mode to unlock this new view.

FAR VIEW

Rank first in three areas in Score Attack Mode.

DYNAMIC VIEW

Top in four areas in Score Attack Mode.

FIRST-PERSON VIEW

Get first place in five area in Score Attack Mode to unlock this new view.

ZERO FORM & SECOND FORM PLAYER SKIN

Get a 100% rating in any area.

THIRD FORM PLAYER SKIN

Get a ranking of 100% in any two areas or play for over six hours.

FOURTH FORM PLAYER SKIN

Get a 100% ranking in any three areas or play for over seven hours.

FIFTH FORM PLAYER SKIN

Get a 100% ranking in any four areas or play for over eight hours.

FINAL FORM PLAYER SKIN

Get a 100% ranking in any five areas or play for over nine hours.

MOROLIEN PLAYER SKIN

Get a 100% ranking for every area or play for over ten hours.

BOSS RUSH MODE

Get a 95% ranking in areas 1-5.

IMMORTALITY MODE

Finish the Direct Assault – Trance option in the Beyond Mode Menu.

OVER DRIVE INFINITY:

Rank first in Boss Rush Mode to unlock this bonus extra.

UNLOCK LASERS

To unlock different lasers, play through any combination of levels in Score Attack mode five times and you'll unlock a new laser. Repeat this again and another laser is unlocked. You can play through a total of 30 times to unlock six new lasers!

RIDGE RACER V

HUD DISPLEY

Whilst racing, press and hold SELECT until a box appears in the middle of the screen that shows the amount of pressure being applied to each button. This is also handy as a cornering tool if you ever really needed one!

SILENT BUT VIOLENT

SILENT HILL 3

BE KING OF THE HILL WITH OUR HANDY HINTS. AND CHEATS.

EXTRA COSTUMES

Complete the game to unlock an 'Extra Costume' option at the Main Menu. Select 'Extra Costume' and enter any of the following case-sensitive codes. Begin a game and equip the new costumes during gameplay.
Note: The Transform Costume appears in your items as a wand.

costume	code
Heather Shirt	HappyBirthDay
Onsen	I_Love_You
Block Head	PutHere2FeelJoy
Don't Touch	TOUCH_MY_HEART
God Of Thunder	GangsterGirl
The Light	LightToFuture
Transience	ShogyouMujou
Killer Rabbit	BlueRobbieWin
Royal Flush	01_03_08_11_12
Golden Rooster	cockadooodledoo
Transform Costume	Princess Heart
Zipper	Shut_your_mouth
GameReactor	SH3_Wrestlarn
Play	sLmLdGhSmKfBfH

EXTRA OPTIONS MENU

Press L1, R1, L2 and R2 together at the Main Menu to unlock Extra Options.

EASIER FIGHTING

Start a game on the Normal fighting difficulty setting (set in the Extra Options Menu). Die twice to unlock a Beginner fighting difficulty setting.

SEMI-NAKED DOUGLAS

Successfully complete the game and return to the Main Menu. Highlight the Extra New Game option and press ↑, ↑, ↓, ↓, ←, →, ←, →, ◎, ⊗. Select a difficulty and riddle level and you should hear a gasp to confirm correct code entry. Douglas will now be minus his shirt and trousers!

SPECIAL WEAPON LOCATIONS

Special Weapons can be unlocked by completing the game. Here's how to unlock the various Special Weapons and where you can find them once they are.

FLAMETHROWER

When playing you must kill most enemies by shooting rather than fighting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. Once unlocked you can find the flamethrower in Helen's Bakery (where you got the tongs).

BEAM SABER

When playing you must kill more enemies by fighting rather than shooting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. You can find it at the end of the hallway where the bookstore key was.

GOLD & SILVER PIPES

To unlock these you must throw your steel pipe into the sewers and answer the three questions like so: No, No, Yes.

HEATHER BEAM

Kill at least 333 enemies to unlock this weapon. Iit will automatically be equipped when Heather isn't holding another weapon.

INFINITE AMMO SUB-MACHINE GUN

Unlock this by defeating the final boss with a melee weapon. To find the infinite ammo sub-machine gun, go left after escaping through the toilet window.

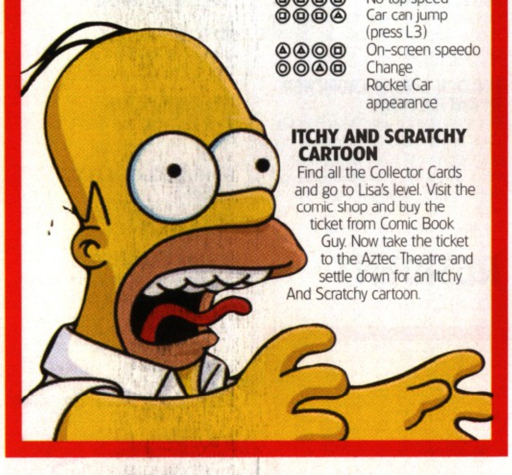
BEST... CHEATS... EVER

THE SIMPSONS: HIT AND RUN

DON'T ITCH, DON'T SCRATCH, JUST REJOICE...

Go to the Options Menu (either in-game or at the Main Menu), press and hold o and u and enter any of the following codes.

CODE	EFFECT
△△□□	Cars explode on impact
△✕△✕	Invincible car
△△△	Fast acceleration
□□□□	No top speed
□□□△	Car can jump (press L3)
△△○□	On-screen speedo
○○△□	Change Rocket Car appearance



ITCHY AND SCRATCHY CARTOON

Find all the Collector Cards and go to Lisa's level. Visit the comic shop and buy the ticket from Comic Book Guy. Now take the ticket to the Aztec Theatre and settle down for an Itchy And Scratchy cartoon.

UNLOCK DUEL MODE

Finish first in lap and overall times in each of the standard Time Attack GPs to unlock Duel Mode. In this mode, you must race against secret cars which are awarded to you if you beat them.

UNLOCK 99 TRIAL MODE

First things first, you must win the Standard GP mode to unlock all of the reverse tracks. When these are unlocked, you will have to painstakingly race through them all and beat the lap times set by the CPU. Acheive this and 99 Trial Mode will be unlocked. This gruelling race is set over 999 laps of the Sunny Beach course and takes about one and a half hours to complete – not counting tea breaks! Your reward for doing so is a single trophy and a new option that allows you to select your car number. Hmm... Lucky we told you now rather than later.

UNLOCK PAC-MAN MODE

Every time you race, the total distance covered in that race will be added onto an overall figure which is displayed in the top-right corner of the screen before you race. When this total distance exceeds 3000km, you'll unlock Pac-Man mode. In this mode you race as Pac-Man in his little red Namco convertable against four ghosts on mopeds. If you win this race then Pac-Man and the four ghosts will be unlocked for use.

UNLOCK MAXIMUM GP MODE

Win all of the Standard and Extra GPs under the Hard difficulty to unlock the Maximum GP mode.

SECRET CARS

There are four brand spanking new cars which can be unlocked by beating them in Duel Mode.

CAR: Spectre
BEAT: Pluto
COURSE: Above The City
CAR: Crinale
BEAT: Devil
COURSE: Green Field
CAR: Rumeur
BEAT: Spirit
COURSE: Bayside Line
CAR: Angelus
BEAT: Angel
COURSE: Sunny Beach

BATTLE ROYALE

By beating all four opponents in Duel Mode you'll unlock the four new cars above and Battle Royal, which is a straightforward race against all four opponents. If you win you'll be awarded a new special medal.

RYGAR

UNLOCK EASY MODE

Start a game on normal and die three times.

UNLOCK HARD MODE

Complete the game – including Necromandio Cave – on the normal difficulty setting.

UNLOCK LEGENDARY MODE

Complete the game – including Necromandio Cave – on the hard difficulty setting.

UNLOCK ONE WORLD MODE

Complete the game – including Necromandio Cave – on any difficulty setting. This mode allows you to travel to any of the worlds.

UNLOCK PIZZARMOUR

Complete the game under the Normal difficulty setting with a grade D ranking or higher then press L1 when the Tecmo logo appears at the start.

UNLOCK GUITARMOUR

Complete the Necromandio Cave under the Legendary difficulty setting then press R1 and R2 when the Tecmo logo appears at the start of the game.

UNLOCK HAMBARMOUR

Complete the game under the Hard difficulty setting with a grade A ranking or higher then press L2 when the Tecmo logo appears at the start.

UNLOCK ROLFARMOUR

Complete the Necromandio Cave under the Hard difficulty setting then press R2 when the Tecmo logo appears at the start.

UNLOCK SUSHIARMOUR

Complete the game under the Legendary difficulty setting with a S ranking then press L1 and L2 when the Tecmo logo appears at the start.

UNLOCK EUROARMOUR

Complete the Necromandio Cave under the Normal difficulty setting then press R1 when the Tecmo logo appears.

ROCKY

Yo Adriannn... here's some hard-hittin' codes that need to be entered on the main menu after first holding the R1 button.

Double punch damage
→, ↓, ←, ↑, ←, L1
Double speed boxing
↓, ←, ↓, ↑, →, L1
All default boxers and arenas
→, ↓, ↑, ←, ↑, L1
All default boxers, arenas, and Rocky Statue
→, →, →, ←, →, L1
All default boxers, arenas, Rocky Statue, and Mickey
↑, ↓, ↓, ←, ←, L1
Full stats in Tournament and Exhibition modes
←, ↑, ↑, ↓, →, L1
Full stats in Movie mode
→, ↓, ↓, ↑, ←, L1
Win fight in Movie mode*
→, →, ←, ←, ↑, L1

* Press L2 + R2 during a fight in Movie Mode to automatically win.

S IS FOR...

SAVAGE SKIES

All creatures
←, →, ←, ←, →, ✕
All multiplayer levels
←, →, ←, ←, →, ←, →, ✕
Invincibility
←, ←, →, →, ↑, ↑, ↑, ↑, ✕, ↑, ✕
All objectives complete
←, ←, →, →, ↓, ↓, ↓, ↑, ↓, ↓, ✕
Get Crystal
←, ←, →, →, ←, ↑, →, ↓, ←, ✕, ✕

SCOOBY DOO: NIGHT OF 100 FRIGHTS

Change your PlayStation 2 system date to one of the following entries to see special holiday effects occur in the front yard and the mystic playground. What fun!

Independence day fireworks
2002/07/04
Christmas snowflakes
2002/12/25
New Year's Day fireworks
2002/01/01
Halloween Bats
2002/10/31

Simply enter these codes by pausing the game, holding L1 + L2 + R1 + R2 and then pressing the following button sequences...

All power-ups
○, □, ○, □, ○, □, □, □, ○, ○, □, ○, ○, ○
All FMV sequences
□, □, □, ○, ○, ○, □, ○, □
View credits
□, ○, ○, □, ○, □

SHINOBI

Sadly, you must get through Shinobi the hard-as-granite way and unlocking secrets is made harder by the fact that you must collect a certain amount of Oboro Coins along the way. The locations of these are pinpointed in the complete walkthrough, but here's what they unlock and, more importantly, how many you need...

EXTRA OPTIONS

By obtaining 20 Oboro Coins, you will unlock several new features in the Options Menu – namely the Art Gallery (subsequent exhibits are unlocked by collecting further coinage), Movie (watch the movies you have already seen) and Stage Select (play any previously completed stage again in case you missed anything).

EXTRA CHARACTERS

There are two hidden characters in Shinobi – Moritsune (collect 30 Oboro Coins) and Joe Musashi (collect 40 Oboro Coins). Both are better in certain departments and have their own strategies for beating the bosses.

EXTRA STAGES

By collecting 50 Oboro Coins (that's basically every Coin in the game), you'll unlock nine VR-style levels designed to further enhance your skills (a bit pointless once you have completed the main game on Super mode to get all the coins, we know!) To access them, scroll past level 8-B on the stage select screen.

UNLOCK HARD MODE

Complete the game on Normal Mode to unlock the Hard difficulty setting on the Main Menu. This mode has more coins and much more challenging enemy encounters. Yikes!

UNLOCK SUPER MODE

Complete the game on Hard Mode to unlock the Super difficulty setting at the Main Menu. This mode has yet more Coins and enemy encounters so challenging you'll weep. You really will!

STARSKY & HUTCH

Want to take this cop caper to a higher level? The answer is here! Enter the following codes at the Pause menu. Note that the cheats are only active for about 30 seconds.

Invisible Car
↑, →, ↓, ←, ↘, ←, →, ←
Monster Truck
L1, L1, ←, →, ↘, ↘, ↘, ↘
Trippy Cam
L1, L2, R1, R2, ←, ←, ↑, ↑
Three-wheeled Bike
↑, ↑, ←, ←, R1, R2, L1, L2

SILENT SCOPE

UNLOCK PROFESSIONAL CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START and you should hear a gunshot to confirm that the cheat has worked.

UNLOCK NIGHT VISION CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START, START and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out at night with the night vision scope. Wahay!An alternative way of accessing this cheat is to press ↑, ←, ↓, →, ↑, □, △ on the mode selection screen.

UNLOCK PROFESSIONAL NIGHT VISION CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START, START, START and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out at night with the night vision scope and with no aiming ring or enemy markers.

CONVERT HEALTH TO TIME

Pause the game at any time during Arcade Mode and then press ↑, ↑, ↓, ↓, ←, →, ←, →, ✕, ○. Now unpause and one half of a life will have been converted into an extra five seconds of time. This code can be repeated as long as you have life to spare.

CONVERT TIME TO HEALTH

Pause the game at any time during Arcade Mode and then press △, ✕, →, ←, →, ←, ○, ✕, →, ←, →, ←, ↓, ↓, ↑, ↑ and you should hear a gunshot to confirm that the cheat has worked. Now unpause and five seconds of time will have been converted into one half of a live. This code can be repeated as long as you have time to spare.

MIRROR MODE

On the Mode Selection Screen, press ←, ←, →, □, ↓, ↓, ↑, △, ↑, →, ↓, ↑, ←, ↓, □ and you should hear a gunshot to confirm that the cheat has worked. All of the action will now be reversed, just to confuse you!

FIRST-PERSON VIEW

On the Mode Selection Screen, press ↑, ↑, ↑, ↑, ↓, ↓, ↓, ↓. Now you can view the action infirst-person.

DISABLE AIMING RING

On the Mode Selection Screen, press →, →, →, □ and you should hear a gunshot to confirm that the cheat has worked. Not so easy now, eh?

DISABLE ENEMY MARKERS

On the Mode Selection Screen, press →, →, →, →, ←, ↓, ↑, → and you should hear a gunshot to confirm that the cheat has worked. Can you spot those terrorists now?

DISABLE SCOPE

On the Mode Selection Screen, press →, ↓, →, □, →, ↓, →, □, and you should hear a gunshot to confirm that the cheat has worked. Can you pick em' off from this distance?

LASER MODE

On the Mode Selection Screen, press R1, L1, ✕, ✕, □, R1, then hold SELECT, press START and you should hear a gunshot to confirm that the cheat has worked.

LOVE MODE

On the Mode Selection Screen, press ←, →, →, □, △ and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out to sexy sax music in glorious pink-o-vision!

TURBO MODE

On the Mode Selection Screen, press ↓, △, ↑, □, △, ↓, →, □, △ and you should hear a gunshot to confirm that the cheat has worked. The game will now be much faster.

EXTRA OPTIONS

Successfully complete the game under any difficulty to unlock a real time window and up to eight health in the Options Menu. Alternatively, accumulate over two hours of play. If you successfully complete the game more than twice under any difficulty then you'll unlock infinite credits in the 'Credits' section of the Options Menu plus +30 in the 'Time Limit' section. Alternatively, accumulate over three hours of play.

THE SIMS

ACTIVATE CHEAT MODE

On the main menu, press L1 + R1 + L2 + R2 and you will unlock the Cheat Menu. Now simply enter any of the following codes...

MIDAS MODE

Enter MIDAS at the Cheat Menu. Then begin the game in 'Get A Life' Mode,

NAVY BLUES

SOCOM 2: US NAVY SEALS

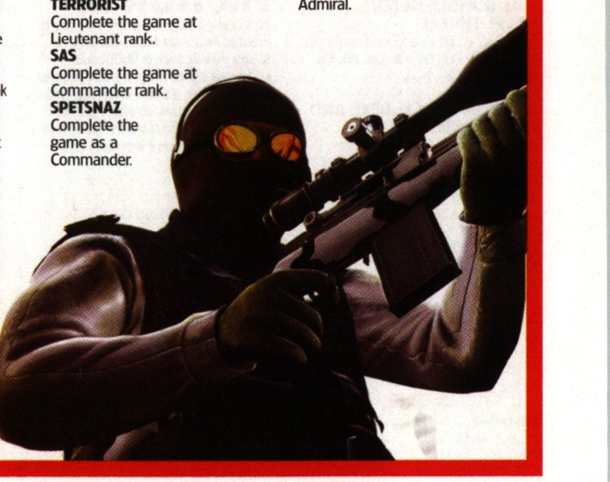
COMPLETE THE GAME AT THE RANK OF COMMANDER...

EXTRA MULTIPLAYER CHARACTERS

SAS (SABRE)
Complete Albanian area at the rank of Commander or higher.
PIUS
Complete Albanian area at the rank of Lieutenant or higher.
FERAL
Complete the game at the rank of Admiral.
QUIXADA
Complete the Brazilian area at the rank of Commander of higher.
SAS (REAVER)
Complete Algerian area at the rank of Commander or higher.
ALGERIAN OFFICER
Complete Algerian area at the rank of Lieutenant or higher.
THE SPECIALIST
Complete the Russian area at the rank of Commander or higher.
VALESKA
Complete the Russian area at the rank of Lieutenant or higher.

UNLOCKABLE WEAPONS

SEAL
Complete the game at Ensign rank.
TERRORIST
Complete the game at Lieutenant rank.
SAS
Complete the game at Commander rank.
SPETSNAZ
Complete the game as a Commander.
MGL
Complete the game as a Captain.
OICW
Complete the game as an Admiral.



get into the hot tub with the girl and press START to pause the action. Select 'Quit', followed by 'Just Quit' and you will unlock all two-player games, all locked objects and skins.

FREE MODE
Enter FREEALL at the Cheat Menu. Then start a game and note that all objects will now cost zero Simoleans. You will not be able to sell any items for money and this code has no effect on the cost of paying for bills and other services.

PARTY MOTEL MODE
Enter PARTY M at the Cheat Menu. The Party Motel two-player game will now be unlocked under the bonus section in 'Get A Life' Mode.

PLAY THE SIMS MODE
Enter SIMS at the Cheat Menu. Play The Sims Mode will now be unlocked, without going through the Get A Life dream house.

Want to know how you can unlock some cool stuff in Story Mode? It's all right here!

MONEY FROM MOM
ITEM: Aroma Machine
Cook a successful dinner
ITEM: Vanity Mirror
Fix the TV
ITEM: Treadmill
Get a job
ITEM: Museum (two-player game)
Borrow §800 from Mom
ITEM: Beejaphone Electric Guitar
Complete house in 24 hours or less

REALITY BITES
ITEM: Ice Chest
Get promoted to level two
ITEM: Teppanyaki Table
Get promoted to level three
ITEM: Bug Zapper
Increase house value from §34,561 to §35,711
ITEM: Frat House (two-player game)
Move in with Dudley or Mimi
ITEM: Repairman
Repair all broken objects
ITEM: Maid
Clean up all the mess
ITEM: Coat of Arms
Complete house in four days or less

PARTY ANIMALS
ITEM: Strip Poker Table
Get promoted to level four
ITEM: Master Suite Tub
Get promoted to level five
ITEM: Tree swing
Increase house value from §53,180 to §54,680
ITEM: Motel (two-player game)
Throw a raging party
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Head in Jar Curio
Complete house in eight days or less

HOT TO TROT
ITEM: Sonic Shower
Get promoted to level six
ITEM: Carving Block
Get promoted to level seven
ITEM: Love Bed
Increase house value from §46,050 to §48,050
ITEM: Club Abhi (two-player game)
Throw a raging party
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Wurl N' Hurl Jukebox
Complete house in eight days or less

WHO LOVES YA BABY
ITEM: Sand Box
Raise first child from baby
ITEM: Lawn Sprinkler
Raise second child from baby
ITEM: Maid's House
Get promoted to level eight
ITEM: 2 Swimming Pools
Get promoted to level nine
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Bearskin Rug
Complete house in eight days or less

THE LAST SIMOLEON
ITEM: Monkey Butler
Send children to prep school with straight A's
ITEM: Park (two-player game)
Get promoted to level ten
ITEM: Rhino Trophy
Complete house in eight days or less

THE SIMS: BUSTIN' OUT

CHEAT GNOME

Quickly press R2, L1, R1, L2, ←, ○ during game play. If you have entered the code correctly and quickly enough (you have to be quick) you will hear a Sim say 'Oooo' and a shimmering blue gnome will appear at the front of the house your Sim is currently in. This is the Cheat Gnome and it is your friend. Once the Cheat Gnome is activated, your Sim will receive a phone call everday and – when answered – your Sim will be given Simoleons. Once the Cheat Gnome is activated, you can enter any of the following cheats to enhance your quality of life.

EASY MONEY
Ensure the Cheat Gnome is activated, pause the game and quickly press L1, R2, →, □, L3. A Sim will say 'Oooo' to confirm correct code entry. Now select the Cheat Gnome and you should be given a 'Give Money' option. Select this option to be awarded 10,000 Simoleons.

FILL MOTIVES
Ensure the Cheat Gnome is activated, pause the game and quickly press L2, R1, ←, ○, ↑. A Sim will say 'Oooo' to confirm correct code entry. Now select the Cheat Gnome and you should be given a 'Fill All Motives' option. Select this option to automatically fill your motives. All motives are filled except the 'Room' motive.

UNLOCK ALL OBJECTS
Ensure the Cheat Gnome is activated. Quickly press L2, R2, ↑, △, L3 during game play. A Sim will say 'Oooo' to confirm correct code entry.

UNLOCK ALL VISIT LOCATIONS
Ensure the Cheat Gnome is activated. Quickly press R2, R3, L3, L2, R1, L1 during game play. A Sim will say 'Oooo' to confirm correct code entry.

SHADOW OF MEMORIES

UNLOCK REPLAY MODE

When you complete the game (which shouldn't take too long for a talented bunch like you), one of five possible endings will run. A new option will then be unlocked on the main menu called 'Extra' which allows you to view the percentage completed for each chapter. You can also opt to start a completed game over from this menu to try and do better. If you can be arsed that is (can you be arsed?).

EXTRA ENDING
If you unlock all five normal endings then a special Prologue will appear which allows you to play through the game again and unlock the special 'Extra' ending. To get this ending, you must find the Elixir of Life for Mrs Wagner. Whoever she is.

HIDDEN FMV
By successfully completing the game and unlocking endings, you'll also unlock extra segments of FMV. Here's a guide to when you unlock those tasty snippets.

Spring 200 Tokyo Game show
1 Ending
European Trade Show
3 Endings
Fall 2000 Tokyo Game Show
5 + Extra Endings

SILENT HILL 3

EXTRA COSTUMES

Complete the game to unlock an 'Extra Costume' option at the Main Menu. Select 'Extra Costume' and enter any of the following case-sensitive codes. Begin a game and equip the new costumes during gameplay.

Note: The Transform Costume appears in your items as a wand.

COSTUME	CODE
Heather Shirt	HappyBirthDay
Onsen	I_Love_You
Block Head	PutHere2FeelJoy
Don't Touch	TOUCH_MY_HEART
God Of Thunder	GangsterGirl
The Light	LightToFuture
Transience	ShogyouMujou
Killer Rabbit	BlueRobbieWin
Royal Flush	01_03_08_11_12
Golden Rooster	cockadooodledoo
Transform Costume	Princess Heart
Zipper	Shut_your_mouth
GameReactor	SH3_Wrestlarn
Play	sLmLdGhSmKfBfH

EASIER FIGHTING
Start a game on the Normal fighting difficulty setting (set in the Extra Options Menu). Die twice to unlock a Beginner fighting difficulty setting.

SPECIAL WEAPON LOCATIONS
Special Weapons can be unlocked by completing the game. Here's how to unlock the various Special Weapons and where you can find them once they are.

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When playing you must kill most enemies by shooting rather than fighting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. Once unlocked you can find the flamethrower in Helen's Bakery (where you got the tongs).

BEAM SABER
When playing you must kill more enemies by fighting rather than shooting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. You can find it at the end of the hallway where the bookstore key was.

GOLD & SILVER PIPES
To unlock these you must throw your steel pipe into the sewers and answer the three questions like so: No, No, Yes.

HEATHER BEAM
Kill at least 333 enemies to unlock this weapon. Iit will automatically be equipped when Heather isn't holding another weapon.

INFINITE AMMO SUB-MACHINE GUN
Unlock this by defeating the final boss with a melee weapon. To find the infinte ammo sub-machine gun, go left after escaping through the toilet window.

THE SIMPSONS SKATEBOARDING

Bart always was a rebel – what other reason could *Simpsons Skateboarding* have to ignore all of Tony Hawk's advice turn and out so horribly bad? D'oh indeed. Well, we could hardly expect Homer to conjure up something to rival the master with his donut-addled mind. So here are some codes to make it a bit more bearable. Hold down L1 + L2 + R1 + R2 and enter the following codes at the character select screen for the desired effect.

All boards	✕, △, ○, □
Level select	△, ✕, □, ○
Get $99.00	△, ✕, ○, □
All skaters	○, △, ✕, □
Fuzzy skaters	✕, △, □, ○
Big head Homer	○, ✕, △, □
Underwear Homer	△, ○, ✕, □
Big head Bart	✕, □, ○, △
Gangsta Bart	○, ✕, □, △
Demon Marge	✕, □, △, ○
Big head Lisa	□, △, ✕, ○
Gangsta Lisa	□, △, ○, ✕
Big head Nelson	△, □, ○, ✕
Ballerina Nelson	△, □, ✕, ○
Sunglasses Otto	□, ✕, ○, △
Big head Frink	□, ✕, △, ○
Groovy Frink	✕, ○, △, □
Business suit Krusty	○, △, □, ✕
Big head Wiggum	✕, ○, □, △
Man eater Wiggum	△, ○, □, ✕

SMASH COURT TENNIS PRO TOURNAMENT

UNLOCK RED ACE

Win the game in Arcade mode under the Hard difficulty setting as any male character without losing and using any continues. Red Ace will be unlocked in Exhibition mode, just move past Pat Rafter on the character select screen.

UNLOCK HITOMI YOSHINO
Win the game in Arcade mode under the Hard difficulty setting as any female character without losing and using any continues. Hitomi will be unlocked in Exhibition mode, just move past Pat Rafter on the character select screen.

UNLOCK ULTIMATE MODE
Successfully complete Time Attack mode under the Hard difficulty setting to unlock this devilishly hard mode.

SMUGGLER'S RUN 2

Pause the game and enter these codes. A noise will indicate correct entry.

Invisibility
R1, L1, L1, R2, L1, L1, L2
Lighter cars
L1, R1, R1, L2, R2, R2
No gravity
R1, R2, R1, R2, ↑, ↑, ↑
Increase time warp
R1, L1, L2, R2, →, →, →
Decrease time warp
R2, L2, L1, R1, ←, ←, ←

SOLDIER OF FORTUNE

We've managed to dispatch these re-enforcements...

INVINCIBILITY
Press SELECT during play, then hold R1 + L1 + R2 + L2 + □ and press ←. A message and sound will confirm correct entry. To disable the code, simply input it again.

FULL AMMUNITION
Press SELECT during play, then hold R1 + □ and press ←. A message and sound will confirm correct code entry. Please note that this code will reset your current weapons to only those available during level one. To disable the code, simply input it again.

HEAVY WEAPONS
Press SELECT during play, then hold L2 + R2 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

HAND-TO-HAND WEAPONS AND EXPLOSIVES
Press SELECT during play, then hold L1 + R1 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

NO CLIPPING
Press SELECT during play, then hold L1 + L2 + R1 + □ and press ←. A message and sound will confirm correct code entry. You may now walk through walls. To disable the code, simply input it again.

NO TARGET
Press SELECT during play, then hold L1 + L2 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

NO GRAVITY
Press SELECT during play, then hold L1 + L2 + R2 + ← + □ and press START. A message and sound will confirm correct entry. To disable the code, input it again.

OLD SCHOOL SPORTSMEN

And women, of course...

1. FATIMA WHITBREAD

Well, we say women, but of course the jury was always out on old Fats. Still, you can't argue with what she achieved on the athletics field: the best javelin throw ever by a British woman and European and World Championship golds. Turned up recently on *The Games*, where she looked like a creased leather sofa.

2. DALEY THOMPSON

Two times Olympic Decathalon gold medallist Thommo gave the Hun a taste of defeat World War II-style in both 1980 and 1984. After he left athletics, he decided it was time to give some time back to his family. By getting himself a mistress and leaving her when she got pregnant.

3. ERIC BRISTOW

The Crafty Cockney won every darts tournament on the planet, including a record winners purse of $67,000 in a Tokyo tournament. A legend. Last seen on *Celebrity Squares*.

4. IAN BOTHAM

Beefy was the best English cricketer in living memory, single-handedly dispatching the Aussies in the 1981 Ashes. Followed that up by actually breaking a bed while grinding one out on a Barbados beauty queen.

5. ALEX HIGGINS

'Hurricane' had all the skills to pay the bills. If the skills were drinking excessively, taking drugs, assaulting an official and threatening to shoot Dennis Taylor. Snooker players, eh?

SONIC HEROES

TWO PLAYER EXTRAS

Collect the specified amount of emblems in single player Story or Challenge Modes to unlock the following extras.

EMBLEMS	UNLOCKS
20	Two player Team Battle
40	player Special Stage
60	Two player Ring Race
80	Two player Bobsled Race
100	Two player Quick Race
120	Two player Expert Race
141	Metal characters in single player

SONG/MOVIE EXTRAS
Beat Story mode as any of the following teams to unlock the specified song/movie. Songs and movies can be accessed via the Extras Menu.

TEAM	SONG/MOVIE
Sonic	We can/Team Sonic
Dark	This machine/Team Dark
Rose	Follow me/Team Rose
Chaotix	Team Chaotix/Team Chaotix

UNLOCK SUPER HARD DIFFICULTY
Complete the game with an 'A' ranking on every level and all 141 emblems.

METAL TEAMS IN TWO PLAYER
Choose a two player game and hold ✕ and △ after selecting a level. Keep the buttons pressed until the game has loaded.

SPACE CHANNEL 5: PART 2

Sit back and watch the CPU 'vogue' it up on your behalf! Pause the game at

SSX ADDICT

SSX 3

DON'T SLOPE AWAY...

UNLOCK EDDIE
Press □ at the Main Menu to access the Options screen. Select 'Enter Cheat' and enter 'worm' as a case-sensitive code. Exit back to the Main Menu, select a character and choose 'Conquer the Mountain'. Ride to a lodge and enter. Select 'Rider Details' and then choose the Cheat Characters option. Alternatively, complete the Peak 1 Lodge.

UNLOCK LUTHER
Press □ at the Main Menu to access the Options screen. Select 'Enter Cheat' and enter 'bronco' as a case-sensitive code. Exit back to the Main Menu, select a character and choose 'Conquer the Mountain'. Ride to a lodge and enter. Select 'Rider Details' and then choose the Cheat Characters option. Alternatively, complete the Peak 2 Lodge.

OTHER UNLOCKABLES
Brodi skin
Completethe Peak 1 lodge
JP
Complete the Peak 1 lodge
Marisol
Complete the Peak 1 lodge
Jurgen
Complete all Peak 1 goals
Eddie skin
Complete the Peak 2 lodge
Luther skin
Complete the Peak 2 lodge
Marty
Complete the Peak 2 lodge
Seeiah
Complete the Peak 2 lodge
Snowballs
Complete all Peak 2 goals
Canhuck
Complete all Peak 3 exploration goals
Churchill
Complete the Peak 3 freestyle
Cudmore
Complete the Peak 3 earnings goal
NW legend
Complete all Peak 3 goals
Unknown Rider
Complete all Peak 3 race goals
Bunny San
Collect all the art
Far East Myth
Get 100% in all mountain stats
Gutless
Get a medal in all events
Hiro
Collect all the trading cards
Stretch
Collect all the posters
Svelte Luther
Collect all the toys

MEAN STREETS

TRUE CRIME: STREETS OF LA

PAUSE THE GAME AND ENTER THE CODE...

UNLOCK ALL UPGRADES

Press ↑, →, ↓, ←, ↑, ⊗ at the City Map screen. You can check all unlocked upgrades in Player Stats.

UNLOCK ALL ATTACKS AND GRAPPLES

Press ↑, ↓, ↑, ↓, ⊗ at the City Map screen. You can check all unlocked items in Player Stats.

UNLOCK ALL CARS AND DRIVING MANOEUVRES

Press ←, →, ←, →, ⊗ at the City Map screen. You can check all unlocked items by consulting the Driving Stats in Player Stats.

UNLOCK ALL GUNS AND WEAPON UPGRADES:

Press →, ←, →, ←, ⊗ at the City Map screen. You can check all unlocked items by consulting the Gunplay Stats in Player Stats.

SHOW COORDINATES

Press ⊗, ◎, ⊡, △ at the City Map screen. Nick's coordinates will now appear in the top left corner.

UNLOCK DOGG PATROL MISSIONS

Pause the game and press R1, L1, ↑, →, ←, ↓, ↘, ↘, ⊗, ⊡, ◎, △ at the City Map screen. Get to a save point and then exit to the main menu. Choose Resume Game and select the appropriate game file. On the select episode screen you should see Snoop Dogg's head. Highlight the Dogg's head and press ⊗ to play.

LICENCE PLATE SYMBOLS

When entering a licence, save name, hold L1 + R1 and tap the D-pad ← or → for a selection.

SELECT CAR COLOUR

When entering a licence plate, save the name, hold L1 + R1 and push the left analog-stick ↑ or ↓ to change the colour of the strip below the licence plate. Whatever the colour of the strip when you select your licence plate, the saved name will be the colour of Nick Kang's car. Plate stuff.

HARD CRASHES

While in a car, pause the game and press ↓, ↓, ↓, ⊗ at the City Map screen. When you hit other cars they will – literally – go flying.

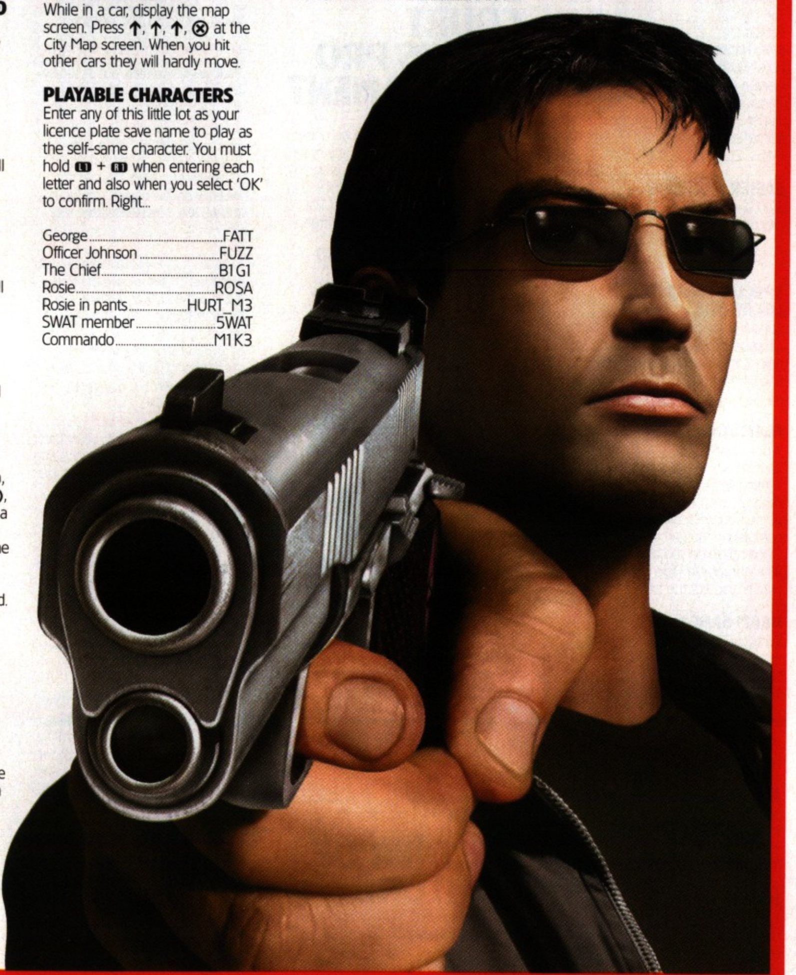
SOFT CRASHES

While in a car, display the map screen. Press ↑, ↑, ↑, ⊗ at the City Map screen. When you hit other cars they will hardly move.

PLAYABLE CHARACTERS

Enter any of this little lot as your licence plate save name to play as the self-same character. You must hold L1 + R1 when entering each letter and also when you select 'OK' to confirm. Right...

George	FATT
Officer Johnson	FUZZ
The Chief	B1G1
Rosie	ROSA
Rosie in pants	HURT_M3
SWAT member	5WAT
Commando	M1K3
Tramp	BOOZ
Pimp	P1MP
Boxer	BRUZ
Biker	HAWG
Pedestrian 1	TFAN
Pedestrian 2	MNKY
Korean worker	HARA
Korean gangster	MRFU
Korean cook	PHAM
Tattoed lady	TATS
Pole dancer	BOOB
Gimp donkey	JASS
Zombie	J1MM



any time during play, then hold L1 + R1 and press ◎, △, ⊡. If you entered the code correctly, you will hear a sound. Press START to resume play and the game will continue by itself under CPU control. Repeat this code to return the game to normal. If you're having trouble the CPU will show you where you are going wrong.

SPAWN ARMAGEDDON

SELECT MISSION

Pause the game and press ↑, ↓, ←, →, ←, ←, →, →. Resume the game and Spawn will say something (like 'Necrolicious') to confirm correct code entry. The 'Select Mission' option should be available at the Main Menu.

ALL WEAPONS

Pause the game and press ↑, ↓, ←, →, ←, →, ←, ←. Resume the game and Spawn will say something (like 'Necrolicious') to confirm correct code entry.

INFINITE AMMO

Pause the game and press ↑, ↓, ←, →, ↑, ←, ↓, →. Resume the game and Spawn will say something to confirm correct code entry.

UNLIMITED NECROPLASM

Pause the game and press ↑, ↓, ←, →, ↓, ←, ↑, →. Resume the game and Spawn will say something to confirm correct code entry.

UNLOCK ENCYCLOPAEDIA

Pause the game and press ↑, ↓, ←, →, ←, →, ↑, ↓. Resume the game and Spawn will say something to confirm correct code entry.

COMPLETE COMIC GALLERY

Pause the game and press ↑, ↓, ←, →, →, ←, ←. Resume the game and Spawn will say something (like 'Necrolicious') to confirm correct code entry. All comic covers can now be viewed from the Bonus Material menu.This code can be repeated for lots of feathers.

SPIDER-MAN: THE MOVIE

We have been on the, erm, web to sling you these Marvel-ous cheats! Just as you would expect, this game is jam packed with a whole host of things for you to unlock. They range from the weird to the wonderful and some of them are just as you would expect.

MASTER CODE

Go into the 'Specials' Menu and then enter ARACHNID as a code. If the code has worked then a laugh will confirm and all regular levels, FMV sequences, and gallery pictures will be unlocked. Repeat the code to disable the effects.

WEB-SLINGING CHEATS

The Master Code unlocks most things, but if you want more, then simply enter any of the following codes at the 'Specials' Menu. Remember, if the codes have worked then you'll hear a laugh and you can disable the effects simply by entering the same code again – a sound will confirm it has been deactivated.

Unlimited webbing
ORGANICWEBBING
All fighting controls
KOALA
Level select
IMIARMAS
Level skip
ROMITAS
Bonus training levels
HEADEXPLODY
Play as Mary Jane
GIRLNEXTDOOR
Play as The Shocker
HERMANSCHULTZ
Play as a scientist
SERUM
Play as a police officer
REALHERO
Play as Captain Stacey
CAPTAINSTACEY
Play as thug model #1
KNUCKLES
Play as thug model #2
STICKYRICE
Play as thug model #3
THUGSRUS
Matrix-style attacks
DODGETHIS
Goblin-style costume
FREAKOUT
Small Spider-Man
SPIDERBYTE
Big head Spider-Man
GOESTOYOURHEAD
Big head enemies
JOELSPEANUTS
First-person view
UNDERTHEMASK
Super coolant
CHILLOUT

PINHEAD BOWLING MINI-GAME

Accumulate 10,000 points during play to unlock the Pinhead bowling mini-game in the Training Menu.

VULTURE FMV SEQUENCE

Accumulate 20,000 points during play to unlock a Vulture FMV sequence in the CG menu.

SHOCKER FMV SEQUENCE

Accumulate 30,000 points during play to unlock a Vulture FMV sequence in the CG menu. for you to enjoy at your leisure.

GREEN GOBLIN FMV SEQUENCE

Successfully complete the game under the 'Hero' or greater difficulty setting.

PLAY AS ALEX ROSS

Successfully complete the game under the 'Normal' or greater difficulty setting to unlock the Alex Ross costume in the 'Specials' Menu.

PLAY AS PETER PARKER

Complete the game to unlock the Peter Parker costume in the 'Specials' Menu.

PLAY AS WRESTLER

Complete the game to unlock the Wrestler costume in the 'Specials' Menu.

PLAY AS THE GREEN GOBLIN

Successfully complete the game under the 'Hero' or 'Super hero' difficulty setting to unlock the Green Goblin costume option at the 'Specials' Menu. Select that option to play as Harry Osborn in the Green Goblin costume with his weapons in an alternate storyline where he tries to correct the Osborn family's reputation. ......To unlock this easily, start a new game under the 'Hero' or 'Super hero' difficulty setting. At the first level, pause the game and then quit to the main menu. Enable the ARACHNID code and then go to the 'Level Warp' option. Choose the 'Conclusion' level and then exit. This marks the game as completed under the selected difficulty setting. The Green Goblin costume option will be unlocked at the 'Secret Store' screen. You always knew you had a dark side...

SSX

MASTER CODE

On the Character Select Screen, press ⊡ to go to the Options Menu, then hold L1 + R1 + L2 + R2 and press ↓, ←, ↑, →, ⊗, ◎, △, ⊡. If the code has worked you'll hear a sound and all courses, characters, boards and costumes will be unlocked. Repeat the code to disable its delightful effects. Not that you'll want to.

CHEAT CODES

Enter the following codes by going to the Character Select Screen first, pressing ⊡ and then going to the Options Menu, holding down L1 + R1 + L2 and R2. If the codes have worked then you'll hear a sound to confirm correct entry.

CHEAT/CODE

All characters and courses
↓, ←, ↑, →, ⊗, ⊡, △, ◎
Running Man mode
⊡, △, ◎, ⊗, ⊡, △, ◎, ⊗
All course hints
◎, ⊗, ◎, ⊗, ◎, ⊗, ◎, ⊗
Full attributes
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊡
No outfits
◎, ◎, ◎, ◎, ◎, ◎, ◎, ⊗
Mallorca board
⊗, ⊗, ⊗, ⊗, △, △, △, △

MERCURY CITY MELTDOWN COURSE

Earn a medal on the Elysium Alps course to unlock the Mercury City Meltdown course.

MESABLANCA COURSE

Earn a medal on the Mercury City Meltdown course to unlock the Mesablanca course.

TOKYO MEGAPLEX COURSE

Earn a medal on the Mesablanca course to unlock the challenging Tokyo Megaplex course.

ALOHA ICE JAM COURSE

Earn a medal on the Tokyo Megaplex course to unlock the oh so funky Aloha Ice Jam course.

PIPEDREAM COURSE

Earn a medal on the Tokyo Megaplex course and you'll unlock the Pipedream course.

UNTRACKED COURSE

Earn a medal on the Aloha Ice Jam course to unlock the mysterious Untracked course.

PLAY AS JURGEN

Earn one gold medal in any mode to unlock Jurgen.

PLAY AS JP

Earn two gold medals in any mode to unlock JP.

PLAY AS ZOE

Earn three gold medals in any mode to unlock Zoe.

PLAY AS HIRO

Earn four gold medals in any mode to unlock Hiro.

THIRD COSTUME

Successfully complete all green circle tricks to unlock the third costume.

FOURTH COSTUME

Successfully complete all blue square tricks to unlock the fourth costume.

THIRD BOARD

Reach the Rookie Rank to unlock the third board.

FOURTH BOARD

Reach the Sensei Rank to unlock the fourth board.

FIFTH BOARD

Reach the contender rank to unlock the Fifth Board.

SIXTH BOARD

Reach the natural rank to unlock the Sixth Board.

SEVENTH BOARD

Reach the Star Rank to unlock the seventh board.

EIGHTH BOARD

Reach the Veteran Rank to unlock the eighth board.

NINTH BOARD

Reach the Champ Rank to unlock the ninth board.

TENTH BOARD

Reach the Superstar Rank to unlock the tenth board.

ELEVENTH BOARD

Reach the Master Rank to unlock the eleventh board.

SSX TRICKY

MASTER CODE

Hold L1 + R1 and press ⊗, △, →, ◎, ⊡, ↓, △, ⊡, ←, ◎, ⊗, ↑ at the title screen. Then release L1 + R1 and a sound will confirm correct code entry. Congratulations, you will now have unlocked everything!

FULL STAT POINTS

Hold L1 + R1 and press △, △, →, △, △, ↓, ⊗, ⊗, ←, ⊗, ⊗, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct code entry. All boarders will now have full stat points.

MALLORA BOARD

Hold L1 + R1 and press ⊗, ⊗, →, ◎, ◎, ↓, △, △, ←, ⊡, ⊡, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct entry. Choose Elise, start a track and she'll have the Mallora Board and blue duds

STICKY BOARDS

Hold L1 + R1 and press ⊡, ⊡, →, △, △, ↓, ◎, ◎, ←, ⊗, ⊗, ↑ at the title screen. Then release L1 + R1 and a sound will confirm correct code entry.

MIX MASTER MIKE

Hold L1 + R1 and press ⊗, ⊗, →, ⊗, ⊗, ↓, ⊗, ⊗, ←, ⊗, ⊗, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct code entry. Choose any boarder at the character select screen and they will

SLICE AND DICE

TENCHU: WRATH OF HEAVEN

CUT PEOPLE'S THROATS EASY. Y'KNOW, IF YOU LIKE.

Here's the complete set of killer codes, including some that can be entered at any time during play and a others that need to be banged in on specific screens...

RECOVER HEALTH
To replenish a portion of your health bar at any time during play, simply press t to pause the action and press ↑, ↓, →, ←, □, □, □

TOGGLE SPECIAL ABILITIES
Press START to pause the game at any time, then hold L1 + L2 and press ↑, ↑, ↓, ↓. Release L1 + L2 and press □, □, R1, R2

INCREASE SCORE
Press START to pause the game then hold L1 + R1 and press →, →, ←, ← on controller two to add 100 points to your score.

DISPLAY SCORE AND TIME
Press START to pause the game at any time, then press →, →, ←, ← on controller two to activate the cheat.

ALL CHARACTERS
L1, R2, L2, R1, →, ←, L3, R3
Where? Title screen

ALL STORY MODE MISSIONS
L1, R1, L2, R2, →, □, L3, R3
Where? Mission select screen

ALL MULTIPLAYER MODE MISSIONS
L1, R1, L2, R2, →, □, L3, R3
Where? Mission select screen

ALL MISSION LAYOUTS
R3, L3, R2, L2, R1, L1
Where? Mission select screen

BONUS RIKIMARU STAGE
L1, ↑, R1, ↓, L2, →, R2, ←
Where? Title screen

HIDDEN LEVEL
↑, ↓, →, ←, ✕, ✕, ✕
Where? Title screen

UNLOCK ALL ITEMS
Hold R1 + L1 and press ↑, □, □, ←, □, □, ↓, □, □, →, □, □
Where? Item select screen

INCREASE ITEMS
Hold R2 + L2 and press □, □, □, ↑, ←, ↓, →
Where? Item select screen

UNLIMITED ITEM CAPACITY
L1 + L2 + R1 + R2 and press □, □, □, ↑, ←, ↓, →, □, ↑, →, ↓, ←
Where? Item select screen.

FUNNY DIALOGUE
Hold L1 + R2 and press ↓, □, ↑, □, →, □, ←, □ at the opening screen with the *Tenchu* logo. Select 'Options', then 'Audio', then 'Language' to access the 'B-Side' option to play the game with witty dialogue.

be replaced by Mix Master Mike on the course.

RECTORATOR
In World Circuit mode, enter RECOR as a name and choose any boarder at the character select screen. Whoever you chose will be replaced by Rectorator when you start the course.

SPYRO: ENTER THE DRAGONFLY

Once you have defeated Ripto, it is possible to find any of the hard-to-find gems on any level by holding down L3 and R3. Your little buddy Sparks will then subtly point to the missing treasure. All you have to do is follow his lead.

STAR WARS: BOUNTY HUNTER

They sell them in all good confectionary stores, you know! But if you're still hunting the 'taste of paradise', then here are all the level codes you need!

Chapter 1
SEEHOWTHEYRUN
Chapter 2
CITYPLANET
Chapter 3
LOCKDOWN
Chapter 4
DUGSOPLENTY
Chapter 5
BANTHAPOODOO
Chapter 6
MANDALORIANWAY
Mission 1
BEAST PIT
Mission 2
GIMMEMYJETPACK
Mission 3
CONVEYORAMA
Mission 4
BIGCITYNIGHTS
Mission 5
IEATNERFMEAT
Mission 6
VOTE4TRELL
Mission 7
LOCKUP
Mission 8
WHAT A RIOT
Mission 9
SHAFTED
Mission 10
BIGMOSQUITOS
Mission 11
ONEDEADDUG
Mission 12
WISHIHADMYSHIP
Mission 13
MOSGAMOS
Mission 14
TUSKENS R US
Mission 15
BIG BAD DRAGON
Mission 16
MONTROSSISBAD
Mission 17
VOSAISBADDER
Mission 18
JANGOISBADDEST
Concept Art
R ARTISTS ROCK
WOTC Cards
GO FISH

STAR WARS: THE CLONE WARS

Enter the following cheat codes. Or, for more accomplished Jedis, here's the extras you can unlock.

Invincibility
DARKSIDE
Multi-player level select
JORG SACUL
Campaign level select
DOORDONOT
Unlimited secondary and special weapon
SUPERLASER
Three bonus objectives for current mission
GIMME
Battle Droid unlocked in Academy: Geonosis level
TRADEFED
Padme Amidala unlocked in Academy: Geonosis level
NATALIE
Wookie unlocked in Academy: Geonosis level
NERFHERDER
Programming team photographs
JEDICOUNCIL
All FMV sequences
12 PARSECS

EXTRAS
Unlock Raxus Duel multiplayer level: Collect a total of five bonus points.
Unlock Thule Moon Control multiplayer level : Collect a total of ten bonus points.
Unlock Rhen Var multiplayer level:
Collect 15 points.

Unlock Jedi Academy multiplayer level:
Collect a grand total of 20 bonus points.

Unlock Unit Vewer option:
Collect a total of 25 bonus points.

Unlock 'Making Of...' FMV sequence:
Collect a total of 30 bonus points.

Unlock CD player option:
Collect a total of 35 bonus points.

Interesting Sketchbook option:
Collect a total of 40 bonus points during gameplay. You can do it Jedi!

Yoda unlocked in Academy:
Geonosis level: Collect a total of 45 bonus points.

STAR WARS JEDI STARFIGHTER

MASTER CODE
Go to the Options Menu and then select Code. Enter the code PNYRCADE and the message Everything Unlocked will appear in the window. You will now have immediate access to all missions, all bonus one and two-player challenges, all bonus crafts and all bonus materials. In fact, you've got it all!

EXTRA CODES
Enter the following cheats codes on the Code Screen in the Options Menu to unlock their respective cheats.

Invincibility
QUENTIN
No HUD
NOHUD
Fly-by Mode
DIRECTOR

UNLOCKING EXTRAS
Here's how to unlock all the extra craft the hard way. Are you up to it? We'll reserve judgement.

Advanced Freefall
Complete the bonus objective in Act 3: Mission 1.
Advanced Havoc
Complete the bonus objective for Act 3: Mission 3.
Advanced Jedi Starfighter
Complete the bonus objective on Act 2: Mission 4.
Advanced Zoomer
Complete the bonus objective on Act 2: Mission 3.
Republic Gunship
Complete the bonus objective for Act 3: Mission 5.
Sabaoth Fighter
Complete the bonus objective on Act 2: Mission 5.
Slave 1
Complete all hidden objectives for Player One.
TIE Fighter
Complete the bonus objective in Act 1: Mission 4.
X-Wing
Complete the bonus objective in Act 1: Mission 3.

STAR WARS STARFIGHTER

MASTER CODE
On the main menu, select Options and then enter the Codes screen. Now enter OVERSEER as a code to unlock everything except for the multiplayer levels.

ADDITIONAL CODES
Enter the following codes on the Codes screen which can be found in the Options menu.

Invincibility
MINIME
Bonus ship
BLUENSF
Multiplayer levels
ANDREW
Disable cockpit displays
NOHUD
Enenmy ship gallery
SHIPS
Cast pictures
HEROES
Pre-production art
PLANETS
Reversed controls
JARJAR
Programmer message
LTDJGD
Programming team
TEAM
Pictures of Simon
SIMON
James' day off work pics
JAMES
Christmas bonus FMV
WOZ
Extra camera angles
DIRECTOR

STATE OF EMERGENCY

The fighting fun is all kicking off and you can make things even wilder by entering these cheats!

CHEAT CODES
Enter any of the following codes during play at any time at all:

Invincibility
L1, L2, R1, R2, ✕
Infinite ammo*
L1, L2, R1, R1, △
Infinite time
L1, L2, R1, R2, ○
Decapitating punches
L1, L2, R1, R2, □
Increase looting
R1, L1, R2, L1, △
Small people
R1, R2, L1, L2, ✕
Large people
R1, R2, L1, L2, △
Normal-sized people
R1, R2, L1, L2, ○
* You should not hold a weapon while entering this.

PLAY AS SPANKY IN KAOS MODE
Successfully complete the Mall level in Revolution mode to unlock a playable Spanky in Kaos mode.

PLAY AS FREAK IN KAOS MODE
Successfully complete the Chinatown level in Revolution mode to unlock Freak as a playable character in Kaos mode.

PLAY AS BULL IN KAOS MODE
Successfully complete the East Side level in Revolution mode to unlock Bull as a playable character in Kaos mode.

Here's the complete round-up of all the riotous codes available to you!

Unlock Bull*
→, →, →, →, ✕
Unlock Freak*
→, →, →, →, ○
Unlock Spanky*
→, →, →, →, △
Invincibility
L1, L2, R1, R2, ✕
Infinite ammo**
L1, L2, R1, R1, △
Infinite time
L1, L2, R1, R2, ○
Decapitating punches
L1, L2, R1, R2, □
Increase looting
R1, L1, R2, L1, △
Small people
R1, R2, L1, L2, ✕
Large people
R1, R2, L1, L2, △
Normal-sized people
R1, R2, L1, L2, ○
All weapons
L1, L1, R2, R2, ✕
Pistol
←, →, ↓, L1, △
Tazer
←, →, ↓, L1, ○
Pepper Spray
←, →, ↓, L1, □
Tear Gas
←, →, ↓, L1, ✕
Shotgun
←, →, ↓, L2, △
Minigun
←, →, ↓, R1, △
Flame Thrower
←, →, ↓, R1, ○
Grenade Launcher
←, →, ↓, R1, □
Rocket Launcher
←, →, ↓, R1, ✕
AK47
←, →, ↓, R2, △
M16
←, →, ↓, R2, ○
Grenade
←, →, ↓, R2, □
Molotov Cocktail
←, →, ↓, R2, ✕

LARA FUN

TOMB RAIDER: THE ANGEL OF DARKNESS

STICK IT TO THE ENEMY WITH OUR HANDY – AND SNEAKY – TIPS FOR LARA'S LATEST.

HANDSTAND
While hanging from the edge of a ledge, press and hold L1 and push forward on the left analog stick. Lara will pull herself up into a handstand.

SWAN DIVE
While pushing forward on the left analog stick, press and hold R2 and press ○. As well as being used to leap spectacularly from high ledges, it also comes in handy as a forward roll move while on the ground.

DIVE INTO WATER
Stand at the water's edge, hold L1 and press ✕. This is a much more graceful alternative to simply bombing into the water.

QUICK TURNS UNDERWATER
Press □ while underwater to turn around 180 degrees.

QUICK WEAPON SELECT
While you have a weapon equipped, press ↑ or ↓ on the d-pad to change the weapon that you are holding. This saves you having to go to the Weapons Menu.

SNAPPING NECKS
Creep up behind a guard in Stealth Mode, make sure you're not pushing the left analog stick in any direction (i.e. it's centred) and press ✕. Lara will snap their neck.

Mission skip
←, ←, ←, ←, △
Mission select
L1, L2, L2,L2, L1, ✕
Unlock a policeman
(hold L1) R2, R2, L2, R1

STUNTMAN
ALL DRIVING GAMES, CARS AND TOYS

Enters BiNdErS as a case-sensitive name at the NEW GAME menu. All driving games, cars and toys will be included. Not bad at all.

ALL TOYS
Enters Turnips as a case-sensitive name at the NEW GAME menu.

ALL TRAILERS
Enters BonNeTT as a case-sensitive name at the NEW GAME menu.

ALL CARS
Enters Sez4Jnr as a case-sensitive name at the NEW GAME menu.

SUMMONER
ALTERNATE ENDING

After the defeat of Machival, you can go on to the Forge of Urath which is at the altar, or you can go back out the main entrance. Both will start the ending sequence.

SUPER FARM

Enter any of the following codes at the Main Menu. You should hear a 'ping' to confirm correct code entry. Note: when entering the codes, you must press and briefly hold each button for the codes to work. Fiddle around and you will get the timing right pretty quickly.

Cheat Menu
L1, R1, L2, R2, ↑, ↓, ↑, ↓
Buck the Duck
L1, ↓, ↑, ↑, ↑, L1
Frank the Bull
L1, L2, □, △, △, L2
Stingy the Rat
R1, R1, L1, □, □, □
Joey the Donkey
L2, L1, L1, △, △, △
Sheaty the Fly
L1, L1, R1, R1, ↑, △
Bill the Rooster
R1, R2, L1, L1, △, □
Kofmunship Level
△, L2, L2, R2, R2
Pamela Level
□, △, □, △, R1
Jail Level
R1, R1, □, △, R1
Gladiator Level
△, □, L1, L1, L1

T IS FOR...

TAK AND THE POWER OF JUJU
ALL EXTRAS

Pause the game and press ←, →, □, □, ○, ○, →, ←. This unlocks the Cinematics, Concept Artwork and Storyboards at the Extras Menu.

ALL PLANTS
Pause and press □, △, ○, ←, ↑, →, ↓, ↓.

ALL MOONSTONES
Pause the game and press △, △, □, □, ○, ○, ←, →.

ALL JUJU POWERS
Pause the game and press ↑, →, ←, ↓, △, ○, □, ↓.

ALL YORBELS
Pause the game and press ↑, △, ←, □, →, ○, ↓, ↑.

EXTRA FEATHERS
Pause the game and press □, △, ○, □, △, ○, □, △. This code can be repeated for lots of feathers.

TEKKEN 4
UNLOCKING ALL CHARACTERS

Successfully complete Story Mode with the following fighters to unlock the corresponding characters for use in any mode.

COSTUME	CODE
Hwoarang	Jin Kazama
Christie	Eddy
Xiaoyou	Kuma/Panda
Yoshimitsu	Bryan Fury
Bryan	Violet Lee
Violet LeE	Combot
Kazuya	Nina
Nina	Lei
Law/Paul/Marduk	Heihachi

TEENAGE MUTANT NINJA TURTLES
PASSWORDS

Unlock Splinter for Story Mode: MSRLS
Unlimited Fire Shurikens/All Food is Pizza (Michaelangelo): DRDSS
Unlimited Shurikens (Leonardo): SMRDM
Unlock Playmates Toy Data Base: LSDRM
Alternate Costume (Donatello): DDSMS
Alternate Costume (Raphael): DMDML
Alternate Costume (Leonardo): LDMSR
Alternate Costume (Michaelangelo): RRLMD
Attack Power Up (Donatello): DRLDS
Attack Power Up (Raphael): RDSRL
Attack Power Up (Leonardo): LMLSD
Defense Doubles (Donatello): SSSMR
Defense Doubles (Leonardo): MRLLM
Defense Doubles (Michaelangelo): MRRML
Defense Doubles (Raphael): LRMDS
Defense Power Up (Michaelangelo): MSRMM
Power Up Effects Double (Donatello): DMDRS
Power Up Effects Double (Raphael): SLDSM
Power Up Effects Double (Michaelangelo): MMSLR
Power Up Effects Double (Leonardo): LSLSR
Change Sound Effects: SMMRS

THIS IS FOOTBALL 2003

View credits
L2, L1, L1, L2, L2, L2
Farm sounds
L1, L1, R2, ↑, ↓, →
Clown sounds
L1, L1, L2, R2, R2, R1
Fast announcers
L2, R2, R1, R2, L2, R2
FMV sequences
L2, L1, L1, L1, L2, L2

TIGER WOODS PGA TOUR 2003

Never disappoint 'er indoors again with these codes to get super wood every time.

All golfers	ALLTW3
All courses	14COURSES
Super Tiger Woods	SUNDAY
Brad Faxon	XON
Cedric Andrews	IAM1
Charles Howell III	BANDPANTS
Dominic Donatello	GODFATHER
Hamish	MCRUFF
Jim Furyk	THESWING
Josey Scott	SUPERSTAR
Justin Leonard	JUSTINTIME
Kellie Newman	COWGIRL
Mark Calavecchia	CALCULATE
Mark Omeara	TB
Melvin Tanigawa	YOYOYO
Notah BeGay III	NOTABLY
Solita Lopez	SOLITARY1
Steve Stricker	SS
Stewart Cink	SINK
Stuart Appleby	ORANGES
Takeharu Moto	2TON
Ty Tryon	TYNO
Val Summers	VALENTINE
Vijay Singh	VJSING

MEMORY CARD BONUSES
Insert a memory card with a save of *Tiger Woods 2002* on it whilst loading up this game, you'll be get the Black Rock Cove course.

TIGER WOODS 2004

Select 'Password' from the Options Menu and enter any of the following as case-sensitive codes. A voice will say 'Oh yeah' to confirm correct code entry.

CODE	UNLOCKS
THEKITCHENSINK	All golfers and courses
CANYOUPICKONE	All golfers
ALLTHETRACKS	All courses
ACEINTHEHOLE	Cedric 'Ace' Andrews
CEDDYBEAR	Cedric The Entertainer
DISCOKING	Dominic 'The Don' Donatello
DTBROWN	Felicia 'Downtown' Brown
EDDIE	Edwin 'Pops' Masterson
ICYONE	Erica 'Ice' Von Severin
DWILBY	Hamish 'Mulligan' McGregor
ERUPTION	Moa 'Big Mo' Ta'a Vatu
SHORTGAME	Solita Lopez
4REDSHIRTS	Sunday Tiger Woods
EMERALDCHAMP	Takeharu 'Tsunami' Moto
BEVERLYHILLS	Val 'Sunshine' Summers
THENEWLEFTY	Melvin 'Yosh' Tanigawa
sherwood target	Target World Challenge Game

TIME CRISIS 2
ORANGE GUYS

When playing solo it is possible to follow the other character's path. This happens when two orange enemies appear onscreen at the same time. Shoot the left one first to take Keith's path and the right one first to take Robert's path.

YELLOW GUYS
When terrorists dressed in yellow appear, shoot them quickly to get big bonus points.

AUTOMATIC WEAPONS
Complete Story Mode twice.

UNLIMITED AMMO
Complete Story Mode three times.

WIDE-EFFECT AMMO
To get this improved ammunition complete Story Mode four times.

MIRROR MODE
Complete Story Mode without using any continues at all.

UNLIMITED CREDITS
To get more credits just keep losing miserably in Story Mode. Each time you lose you'll get an extra credit next time. Lose with nine credits and you'll get unlimited credits!

TOCA RACE DRIVER
ALL CARS

Enter CARS as a code at the Bonus Screen to unlock every car in Free Time Mode.

ALL TRACKS
Enter TRACKS as a code at the Bonus Screen to unlock every track in Free

TIME MODE
Realistic handling
Enter SIM as a code at the Bonus Screen to make the cars handle more authentically.

BETTER DAMAGE
Enter DAMAGE as a code at the

TOP 5
Wooo!
nkyouverymuch

GHOSTS

***The Suffering*'s got a load of 'em. Which makes Ali Rebah from London's Top 5 all the more timely...**

1. ELVIS
A number of people have claimed to have seen Elvis snake-hipping his way through his manor. Watch out for the ghost of his limo too, usually about two o'clock in the morning.

2. THE B3212 GHOST
On the B3212 in Devon, between Two Bridges and Postbridge, many drivers have reported losing control of their car after a ghost has tried to grab the steering wheel. What does this Devonshire demon look like? Erm, a pair of hairy hands.

3. THE WICKED LADY
Another West Country chain rattler haunts this Dartmoor castle. After murdering four of her husbands, Lady Mary Howard's punishment was to walk the Earth as a ghost. Driving a coach made from the bones of her dead husbands. That follows a massive black dog with just the one – flaming – eye. She'll only be released from her torture once she's picked all the grass in Okehampton Park. Unlucky, that.

4. THE WHITE HOUSE
Visitors have reported seeing Abe Lincoln plus the ghost of Dubbya's career. Only joking. Or... are we?

5. PEMBERTON HALL
This old manor house in Chicago is haunted by the ghost of a student. Watch out for bloodstains, strange noises and, er, 'curtain movement'.

EYES OF A HAWK

TONY HAWK'S UNDERGROUND

THE BEST SECRETS FROM THE BEST 'BOARDER' OUT THERE...

PERFECT RAIL BALANCE
Select "Cheat Codes" at the options menu, then enter letitslide as a code.

PERFECT MANUALS
Select "Cheat Codes" at the options menu, then enter keepitsteady as a code.

MOON GRAVITY
Select "Cheat Codes" at the options menu, then enter getitup as a code. Worth remembering, this doesn't work when driving, though.

ALL FMV SEQUENCES
Select "Cheat Codes" at the options menu, then enter digivid as a code.

COOL SPECIALS
Get all 129 goals.

KID MODE
Get all 129 goals.

ROLLERSKATES
Get all 129 goals.

FLAME
Get all 129 goals.

ALWAYS SPECIAL
Get all 129 goals.

PERFECT SKITCH
Get all 129 goals.

HOTTER THAN HELL LEVEL
Get the last goal (Kill Eric's Best Line) to unlock the Hotter Than Hell level, which features Kiss. You will also unlock the Helicopter FMV sequence.

PLAY AS GENE SIMMONS
Successfully complete the Story Mode on the normal difficulty setting.

PLAY AS IRON MAN
Successfully complete the Story Mode on the beginner difficulty setting.

PLAY AS T.H.U.D.
Successfully complete Story Mode on the sick difficulty setting.

PLAY AS PEDESTRIANS
Clear all gaps in the game.

CREATE-A-DECK MODE
Successfully complete Slamma Jamma in Story Mode.

KISS CONCERT FMV SEQUENCE:
Collect all the letters that spell K-I-S-S in the Hotter Than Hell level. This will unlock the Kiss FMV sequence. Then, collect K-I-S-S again. This will start the KISS Concert. Like, brilliant.

BAILS 1 FMV SEQUENCE
Collect three secret tapes.

BAILS 2 FMV SEQUENCE
Collect six secret tapes.

ALWAYS HARD FMV SEQUENCE
Collect nine secret tapes.

LOST FOOTAGE FMV SEQUENCE
Complete the game under the too easy and beginner difficulty settings to unlock a new "Lost Footage Tape", in which instead of challenging Eric, you punch him and take the tape. Chortle.

ALTERNATE ENDING

SEQUENCE
Successfully complete the Story Mode twice or complete sick mode to view an alternate ending sequence.

Bonus Screen to cause more dramatic damage to each car when they are struck.

VIEW CREDITS

Enter CREDITS as a code at the Bonus Screen to view a full list of the game's creators.

BONUS COMPETITIONS

When you complete the LOLA World Championship, you need $8 million to unlock two more competitions involving the cars you win in one-on-one challenges. The Class 'B' Championship involves all cars from the row with the Mini Cooper S, while the Class 'A' Championship involves the last row of cars with the Tuscan Speed 12 and Toyota GT1. Make sure you have as many cars as possible as these races are tricky and you will need a balanced car.

TONY HAWK'S PRO SKATER 3

A selection of cheat passwords guaranteed to save you a fortune in virtual sticking plasters!

MASTER CODE

Go to the Options Menu and select Cheats. Now enter backdoor (all lower case) as a code to unlock all the cheat options. It only works on the main game, though – it doesn't unlock any of the hidden characters or bonus levels.

ALL CHEATS AND CHARACTERS UNLOCKED

Go to the Options Menu and select Cheats. Now enter YOHOMIES (all upper case) as a code to unlock all the cheat options and the numerous hidden characters.

LEVEL SELECT

Go to the Options Menu and select Cheats. Now enter roadtrip (all lower case) as a code to unlock all the levels.

UNLOCK ALL FMV

Guess what? You go to the Options Menu and select Cheats. Now enter Peepshow (case sensitive) as a code to unlock all the FMV sequences.

MINI HAWKS

On the Create-A-Skater screen, enter your name as either Riley Hawk or Spencer Hawk and their stats will appear.

TUROK: EVOLUTION

Enter any of the following passwords at the Cheats Menu for the desired effect. Make sure you turn the cheat on from the same menu before you start or else it won't work.

Invincibility
emerpus
Invisibility
sllewgh
Unlimited ammo
madman
Unlock all levels
sellout
Unlock all weapons
texas

TWISTED METAL: BLACK

CHEAT CODES

Whilst locked in combat on any level, enter any of the following cheats. If the code has worked then a message will appear at the top of the screen. Before entering a code, you must first hold down L1 + R1 + L2 + R2.

Invincibility
↑, ↓, ←, →, →, ←, ↓, ↑
Mega Machine-guns
⊗, ⊗, △
One-hit kills
⊗, ⊗, ↑
God mode
↑, ⊗, ←, ◎
Weapons for health
△, ⊗, ⊡, ◎

U IS FOR...

UFC THROWDOWN

SILVER BELT

Successfully complete UFC Mode with a default or created character to win the Silver belt.

GOLD BELT

Win the Silver belt with any character and enter the UFC Mode. Select the 'Free Weight' Option, then select the same character. Complete UFC Mode again.

PLAY AS MARIO YAMASAKI

Win the Gold belt with a default character to unlock the nasty piece of work that is Mario Yamasaki.

PLAY AS JOHN MCCARTHY

Successfully complete all challenges with Mario Yamasaki. Then, at the character selection screen, highlight Mario Yamasaki and hold L1.

PLAY AS LORENZO FERTITTA

Win the Gold belt in UFC Mode with a created character to unlock Lorenzo Fertitta.

PLAY AS DANA WHITE

Successfully complete all challenges with Lorenzo Fertita. Then, at the character selection screen, highlight Lorenzo Fertita and hold L1.

KUNG-FU STYLE

Successfully complete Career Mode with a kick boxer.

KARATE FIGHTING STYLE

Successfully complete Career Mode with a created Sumo fighter to unlock the Karate fighting style.

NIN-JITSU FIGHTING STYLE

Successfully complete Career Mode with a karate fighter to unlock the Nin-Jitsu fighting style to use for created characters.

PLAY AS BRUCE BUFFER

Win the Gold belt in UFC Mode with a default character to unlock Bruce Buffer who will kick some ass for you!

UNREAL TOURNAMENT

CHEAT CODES

Enter the following codes after pausing the game at any point...

Level skip
↑, ↓, ←, →, →, ←, ◎

Invincibility
⊡, ◎, ←, →, ◎, ⊡

Full ammo
←, →, ◎, ◎, ◎, →, ←

All characters
←, ←, ◎, ◎, →, ←, ⊗

V IS FOR...

V-RALLY 3

MITSUBISHI LANCER EVOLUTION VI

Win the 1.6L Championship in V-Rally Mode.

SUBARU IMPREZA 2000

Win the 2.0L Championship in V-Rally Mode.

SEAT CORDOBA REPSOL

Successfully complete the Challenge Mode.

TOYOTA COROLLA V-RALLY

Set a record time for every track.

REVERSED TRACKS

In Time Attack Mode, set a new record for each track in a country to unlock the four reverse versions of the courses.

HOVER-CARS

Create a new driver with the last name MARTY and the first name 21071974. Your car will now hover above the ground.

VIRTUA FIGHTER 4

PLAYING AS DURAL

Beat Dural in the Kumite Mode then she'll (yes, that is a 'she' by all accounts) become playable in Versus Mode. You'll be glad to have on your side even if she isn't the sexiest of birds.

UNLOCKING DURAL'S STAGE

Work your way up to the Emperor Rank in Kumite Mode and you'll be able to play to your heart's content on Dural's futuristic stage – The Hangar. Thankfully, it's about as girly as she is.

VIRTUA FIGHTER 1 MODELS

Firstly you'll need to reach 1st Dan in Kumite Mode (which is no stroll in the park in itself), then, when you choose your character, press and hold R1 (or Punch + Kick if you prefer) until the round starts.

Now, as you'll plainly see, your character has changed into their original polygon model. It's blocky, but kind of cool, and definitely retro. Nonetheless, a timely reminder of how far this series has come since its infancy way back in the day.

RACE GRIFFIN

WRC II EXTREME

CODES TO HELP YOU MASTER THE TRACKS.

Enter the following cheats in the secrets menu to get even more from this already very good game.

CHROME ...Very reflective car
DISCO ....Disco lights effect
NITRO ....Power boost
MOBLUR ....Motion blur
UFOPTER ....UFO effect
KANGAROO ....Bouncy suspension
HELIUM ....High pitched co-driver
EVOS .....All bonuses unlocked

WAKEBOARDING UNLEASHED

UNLOCK ALL LEVELS

At the Main Menu press: ⊡, ⊡, ⊡, ⊡, ◎, ◎, ◎, ◎, △, △, △, △, ⊡, ◎, △

The message 'Travel Visa Approved' will appear to confirm correct code entry.

WIPEOUT FUSION

Select Extras at the Main Menu and then go to the Cheats Menu. Enter one of the following codes listed here for the desired effect. Couldn't be easier.

Features unlocked
⊗, △, ◎, △, ◎
Unlimited weapons
△, ◎, ⊗, ◎, ⊡
Unlimited shields
△, △, ⊡, ⊡, ⊡
Retro ships
⊗, ◎, △, ⊡, ⊗

WORLD CHAMPIONSHIP SNOOKER 2003

Input the following code at the Main Menu to unlock everything
R1, L1, ⊡, △, ⊡, R1

WORLD RALLY CHAMPIONSHIP

At last – some cheats for Sony's stylish racing sim. There's nothing here that'll actually help you win races, but if you fancy livening things up a little then select the Extra option from the main menu, then enter any of the following in the Code section.

Greater acceleration
EVOPOWER

Comedy commentary
HELIUMAID

No chassis
THATSSTUPID

Flying cars (in replays)
FLOATYLIGHT

Overhead camera
DOWNBELOW

Reversed camera
ONTHECEILING

Underwater graphics
WIBBLYWOBBLY

Psychedelic graphics
IMGOINGCRAZY

WWE CRUSH HOUR

CODES

All levels and characters/vehicles

At the Character/Vehicle selection screen, press:

⊡, L2, R2, ◎, ⊡, L1, L1, L2

X IS FOR...

X2: WOLVERINE'S REVENGE

UNLOCK LEVEL SELECT

Press △, ◎, △, ⊡, △, ◎, L1 + R1 at the Main Menu to activate this cheat.

UNLOCK ALL COSTUMES, CEREBRO FILES AND MOVIES

Press △, ◎, △, ⊡, ⊡, ⊡, L1 + R1 at the Main Menu.

UNLOCK CHEATS OPTION

Press △, △, ◎, ◎, ⊡, ⊡, ◎, ◎, L1 + R1 + L2 + R2 at the Main Menu. A Cheats Menu is then accessible by pausing the game. The Cheats Menu consists of Invulnerability and Freeze Frame options which you can switch on and off.

Z IS FOR...

ZONE OF THE ENDERS

REFILL AMMO AND HEALTH

Pause the game and press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1.

UNLOCK VERSUS MODE

At the 'Press Start' screen, press ◎, ⊗, →, ←, →, ←, ↓, ↓, ↑, ↑

ZONE OF THE ENDERS: THE 2ND RUNNER

Here's how to get the best out of your mech and go heavy metal...

UNLIMITED SUBWEAPON ENERGY

Successfully complete the game and restart from your 'Clear Data' game save. Select Naked Jehuty as your OF and equip all subweapons. You can now play through the game with unlimited subweapon energy.

UNLOCK ZORADIUS MINI-GAME

Successfully complete the game and choose the 'Extra Missions' options from the Main Title screen. Choose any of the Jehuty OFs at the Character Selection screen, but notice that the box below Naked Jehuty is filled with a '?'. Once you have selected a character, choose 'Boss Battle' at the Mode Selection screen and then choose to fight against Vic Viper, which is Stage 03. When the mission starts, pause the game and enter the following code: ↑, ↑, ↓, ↓, ←, →, ←, →, L1, R1.

Exit and return to the Extra Missions Character Selection screen. Vic Viper should now be a selectable character below Naked Jehuty. Choose Vic Viper to play the Zoradius mini-game.

ZORADIUS POWER-UP CHEAT

Begin the Zoradius mini-game, pause the game and enter the following code: ↑, ↑, ↓, ↓→, ←, →, L1, R1. This will give you all power-ups except Speed Up.

A TO Z TOP FIVES

In association with XPLODER

Send us in your top five and you could win a Region Free DVD, allowing you to play American and Japanese DVDs on your UK PS2!

MY TOP FIVE ARE...
1. ____________________
2. ____________________
3. ____________________
4. ____________________
5. ____________________

I am ____________________
____

And I live at ____________________
____
____
____
____
____
____

SEND THIS FORM TO: TOP FIVES (A to Z),
Cheatzone, 30 Monmouth Street, Bath, BA1 2BW
OR EMAIL TOP FIVES TO: cheatzone@futurenet.co.uk

ALL-NEW CHEAT DISC CODES

ACTION REPLAY

The best new codes for Datel's cheat system...

MEDAL OF HONOR: RISING SUN

Master Code
0E3C7DF2 1853E59E
7EA9CC7D BCDECDFF
CAF25ACD BCA99B83

Infinite Health
DE83374A E0AB9B84
Max Ammo
DE9A060E BCA99B83
DE9A061E E0AB9E6A
Infinite Ammo
DE99F072 BCA99B83
Extra Ammo
0E99F072 BCA99A82
CE99F072 BCA99B84
Nobody Shoots But You
DE82B956 BF899B8B
DE82B952 BCA99B83
Max Grenades Range Attack
DEA91636 FB299B83
Big Jumps
DE83B5FA F8AA55C3
Ultra Big Jumps
DE83B5FA F8AA5583
Moonjump
DE8FFFFE F8AAD983
DE8FFFFA 002AA383
DE8FFF86 C4AF6DC9
0EB1DF38 BCA98A82
DE83B58E C4AC9A43
0EB1DF38 BCA99A82
DE83B58E 82EA9DBB
Press L3+Up to activate

Quicker Game
0EB1DF38 BCA99A70
DEA9099E FC299B83
0EB1DF38 BCA99A70
DE97EC72 BCA99B83
Press L3+Down to activate

Hypermode
0EB1DF38 BCA99A40
DEA9099E FDE99B83
0EB1DF38 BCA99A40
DE97EC72 BCA99B83
Press L3+Right to activate

Slow Motion
0EB1DF38 BCA99A60
DEA9099E FAE99B83
0EB1DF38 BCA99A60
DE97EC72 BCA99B83
Press L3+Left to activate.

Normal Speed
0EB1DF38 BCA99A00
DE97EC72 A2DD88A3
Have All Storyboards
DE951B9E E0AC9A82
DE951B9A 682CDADB
Have All Valor In History
DE951B1E E0AC9A82
DE951B1A 682CDADB
Have All Movies
DE97CD4E E0AB9B84
DE97CD4A 604BDF71
Have All Medals
DE97896E 682B9B83
DE978966 E0AB9A82
Have All Bonuses
DE97893A E0AB9A82
DE9789C2 682B9B83
Have All Missions
DE978BEA E0AB9A82

NEED FOR SPEED: UNDERGROUND

Master Code
0E3C7DF2 1853E59E
EEA3EF5A BCA99C80

Max Cash
DEB42482 C19E7B82
Max Circuit Starts
DEB3A502 C19E7B82
Max Circuit Wins
DEB3A50E C19E7B82
Max Circuit Style
DEB3A50A C19E7B82
Max Style
DEB49C6A C19E7B82

Stacks Of Extras Unlocked A
DEB435E6 BEAB9D85
DEB435E2 BEAB9D85
DEB435CE BEAB9D85
DEB435CA BEAB9D85
DEB435D6 BEAB9D85
DEB435D2 BEAB9D85
DEB435DE BEAB9D85
DEB435DA BEAB9D85
DEB435E6 BEAB9D85
DEB435E2 BEAB9D85
DEB435EE BEAB9D85

Stacks Of Extras Unlocked B
DEB435EA BEAB9D85
DEB435F6 BEAB9D85
DEB435F2 BEAB9D85
DEB434FE BEAB9D85
DEB434FA BEAB9D85
DEB43486 BEAB9D85
DEB43482 BEAB9D85
DEB4348E BEAB9D85
DEB4348A BEAB9D85
DEB43496 BEAB9D85
DEB43492 BEAB9D85
DEB4349E BEAB9D85
DEB4349A BEAB9D85
DEB434A6 BEAB9D85
DEB434A2 BEAB9D85
DEB434AE BEAB9D85
DEB434AA BEAB9D85
DEB434B6 BEAB9D85
DEB434B2 BEAB9D85
DEB434BE BEAB9D85
DEB434BA BEAB9D85
DEB43446 BEAB9D85
DEB43442 BEAB9D85
DEB4344E BEAB9D85

MANHUNT

Master Code
0E3C7DF2 1853E59E
EE8BF1BA BCA99C80
Players must have a memory card in either slot for the Autosave feature to save the levels open

Open All Levels
CE40DFFA BCA99B84
CE40DF2A BCA99B84
CE40DE5A BCA99B84
CE40DD8A BCA99B84
CE40DD3A BCA99B84
CE40DC6A BCA99B84
CE40D39A BCA99B84
CE40D3CA BCA99B84
CE40D27A BCA99B84
CE40D1AA BCA99B84
CE40D1DA BCA99B84
CE40D00A BCA99B84
CE40D7BA BCA99B84
CE40D7EA BCA99B84
CE40D61A BCA99B84
CE40D54A BCA99B84
CE40D4FA BCA99B84
CE40D42A BCA99B84
CE40CB5A BCA99B84
CE40CA8A BCA99B84

All Levels Max Stars
CE40DF86 BCA99B88
CE40DF36 BCA99B88
CE40DE66 BCA99B88
CE40DD96 BCA99B88
CE40DDC6 BCA99B88
CE40DC76 BCA99B88
CE40D3A6 BCA99B88
CE40D3D6 BCA99B88
CE40D206 BCA99B88
CE40D1B6 BCA99B88
CE40D1E6 BCA99B88
CE40D016 BCA99B88
CE40D746 BCA99B88
CE40D7F6 BCA99B88
CE40D626 BCA99B88
CE40D556 BCA99B88
CE40D486 BCA99B88
CE40D436 BCA99B88
CE40CB66 BCA99B88
CE40CA96 BCA99B88

HARRY POTTER: QUIDDITCH WORLD CUP

Master Code
0E3C7DF2 1853E59E
EEAA5C92 BCDD3DA2

P1 Infinite Boost
DE8FFFFE F8AADA03
DE8FFFFA F8AD9BC6
DE8FFF86 682ADA47
DE8FFF9E BF899B8B
DE872396 C4AC9A43

All Cards
D1C2D97E BBA89A82
D1C2D97A BBA89A82
D1C2D906 BBA89A82
D1C2D902 BBA89A82
D1C2D90E BBA89A82
D1C2D90A BBA89A82
D1C2D916 BBA89A82
D1C2D912 BBA89A82

RATCHET AND CLANK 2

0E3C7DF2 1853E59E
EE8C9DF2 BCBBFC82

Infinite Health
DE863362 BCA99BE7

Moonjump
DE8FFFFE F8AB9B97
DE8FFFFA 40EB1D9F
DE8FFF86 E0AA5A82
DE8FFF82 D0EA9B87
DE8FFF96 F8AAD983
DE8FFF92 68EA3A1B
DE8FFF8A F8AB9B9C
DE8FFF9A BF899B8B
DE8D4F16 C4AC9A43

Max Bolts
DE84847E BC399B83
Max Nanotech Level
DE848416 BCD89B83
Max Raritanium Level
DE84847A BC399B83
Max Crystals
CE848418 BCA9C292
Max Moonstones
CE84841A BCA9C292

40 Platinium Bolts
DE8543FE BDAA9C84
DE8543FA BDAA9C84
DE854386 BDAA9C84
DE854382 BDAA9C84
DE85438E BDAA9C84
DE85438A BDAA9C84
DE854396 BDAA9C84
DE854392 BDAA9C84
DE85439E BDAA9C84
DE85439A BDAA9C84

Enable Weapons Codes
Clank Zapper
FE847B01 BCA99B84

Bomb Glove
FE847B02 BCA99B84

Visibomb Gun
FE847B0C BCA99B84
Sheepinator
FE847B0E BCA99B84
Decoy Glove
FE847B09 BCA99B84
Tesla Claw
FE847B08 BCA99B84
Chopper
FE847B14 BCA99B84
Pulse Rifle
FE847B17 BCA99B84
Seeker Gun
FE847B16 BCA99B84
Hoverbomb Gun
FE847B11 BCA99B84
Blitz Gun
FE847B10 BCA99B84
Minirocket Tube
FE847B13 BCA99B84
Plasma Coil
FE847B12 BCA99B84
Lava Gun
FE847B1D BCA99B84
Lancer
FE847B1C BCA99B84
Synthenoid
FE847B1F BCA99B84
Spiderbot Glove
FE847B1E BCA99B84
Bouncer
FE847B25 BCA99B84
Miniturret Glove
FE847B21 BCA99B84
Gravity Bomb
FE847B2E BCA99B84
RYNO II
FE847B22 BCA99B84
Zodiac
FE847B23 BCA99B84
Shield Charger
FE847B2D BCA99B84
Walloper
FE847B35 BCA99B84
Infinite Ammo Codes
Chopper
DE8B675E BCA99BA6
Pulse Rifle
DE8B675A BCA99B8B

Seeker Gun
DE8B6766 BCA99B9C

Hoverbomb Gun
DE8B6762 BCA99B8D

Blitz Gun
DE8B676E BCA99B9C

Minirocket Tube
DE8B676A BCA99B9C

Plasma Coil
DE8B6776 BCA99B92

Lava Gun
DE8B6772 BCA99B4B

Lancer
DE8B677E BCA99B4B

Synthenoid
DE8B677A BCA99B8F

Spiderbot Glove
DE8B6706 BCA99B8B

Bouncer
DE8B6712 BCA99B9C

Miniturret Glove
DE8B6722 BCA99B97

Gravity Bomb
DE8B672E BCA99B8B

Zodiac
DE8B672A BCA99B87

RYNO II
DE8B6736 BCA99BE7

Shield Charger
DE8B6732 BCA99B88

Weapon Upgrade Codes
Multi-Star
DE8B65BE BCA9FB83

Vaporizer
DE8B65BA BCA9FB83

HK22 Gun
DE8B6546 BCA91F83

Tetrabomb Gun
DE8B6542 BCAA5B83

Blitz Cannon
DE8B654E BCA9FB83

Megarocket Cannon
DE8B654A BCABBB83

Plasma Storm
DE8B6556 BCABBB83

Meteor Gun
DE8B6552 BCABBB83

Heavy Lancer
DE8B655E BCA9FB83

Kilonoid
DE8B655A BCA93B83

Tankbot Glove
DE8B6566 BCA91B83

Heavy Bouncer
DE8B6572 BCA98B83

Megaturret Glove
DE8B6502 BCA9FB83

Mini-Nuke
DE8B650E BCA9FB83

Tesla Barrier
DE8B6512 BCA9FB83

Enable Gadgets
Heli-Pack
FE847B78 BCA99B84

Thruster Pack
FE847B7B BCA99B84

Swingshot
FE847B0D BCA99B84

Gravity Boots
FE847B0B BCA99B84

Grind Boots
FE847B0A BCA99B84

Dynamo
FE847B1A BCA99B84

Tractor Beam
FE847B2C BCA99B84

Thermanator
FE847B27 BCA99B84

Charge Boots
FE847B34 BCA99B84

Hypnomatic
FE847B37 BCA99B84

Enable Items Codes
Hydro-Pack
FE847B7A BCA99B84

Mapper
FE847B05 BCA99B84

Commando Suit
FE847B04 BCA99B84

Armor Magnetizer
FE847B07 BCA99B84

Levitator
FE847B06 BCA99B84

Glider
FE847B15 BCA99B84

Electrolyzer
FE847B24 BCA99B84

Megacorp Helmet
FE847B2F BCA99B84

Biker Helmet
FE847B2E BCA99B84

Box Breaker
FE847B28 BCA99B84

Infiltrator
FE847B2B BCA99B84

All Weapons/Items/Gadgets
DE847B7E BDAA9C84
DE847B7A BDAA9C84
DE847B06 BDAA9C84
DE847B02 BDAA9C84
DE847B0E BDAA9C84
DE847B0A BDAA9C84
DE847B16 BDAA9C84
DE847B12 BDAA9C84
DE847B1E BDAA9C84
DE847B1A BDAA9C84
DE847B26 BDAA9C84
DE847B22 BDAA9C84
DE847B2E BDAA9C84
DE847B2A BDAA9C84

In-Game Cheats
Big Head Rachet
FE8484C1 BCA99B84

Tux Rachet
FE8484C8 BCA99B84

Big Head Clank
FE8484C3 BCA99B84

Mirror Levels
FE8484C2 BCA99B84

Big Head Actors
FE8484C6 BCA99B84

Funny Side Rachet
FE8484C9 BCA99B84

Big Head Enemies
FE8484CF BCA99B84

Beach Boy
FE8484CB BCA99B84

Snow Dude
FE8484C0 BCA99B84

Other Unlocks
First Person Mode
DE84840E BDAA9C84

CHEAT! OVER 12,000 PS2 CODES IN OUR A TO Z!

SMACK DOWN! HERE COMES THE PAIN

Master Code
0E3C7DF2 1853E59E
EE8D0122 BCBA9032

Disable AI
(L3 to Activate,R3 to Stop)
Open Locked Options
DEAE996E E0AB9B84
Infinite Smackdown Use
DE83453A BCA99B83
Items In Shop Cost Nothing
DEAE9F42 E0AB9B83
No Exp Needed for Attr. Pts
DE8C20B6 E0AB9B83
DE901B6A E0ACC292

FIFA 2004

Master Code
0E3C7DF2 1853E59E
EEBC316A BCEB60FA
Max Prestige Points: Career
DED67926 BCA99E6B
Position 1 Scores 9 Goals
DE45E11E BCA99B8C
Position 2 Scores 9 Goals
DE45E11A BCA99B8C
Position 1 Scores 0 Goals
DE45E11E BCA99B8C
Position 2 Scores 0 Goals
DE45E11A BCA99B8C
Goalkeepers are rubbish
DEB4DDC2 BBA89A82

TRUE CRIME: STREETS OF LA

Master Code
0E3C7DF2 1853E59E
EE8E412A BCB9503A
Max Badges
CEB5027A BCA9C292
Quick Badge Increase
CEB5027E BCA99BE6
L3 = More Mission Time
0EB58C98 BCA99A80
DE692C5E BCB38F5F

0EB58C98 BCA99A80
DE692C66 BCB38F5F
R3 = No Mission Time
0EB58C98 BCA99A7E
DE692C5E BCA99B83
0EB58C98 BCA99A7E
DE692C66 BCA99B83
Extra Cars In Impound Lot
FE69219A BCA99B86
All Driving Upgrades
CE692192 BCA99A82
All Combat Moves
CE6922DA BCA99A82
All Guns & Gun Upgrades
CE692206 BCA99A82

GRAND THEFT AUTO: VICE CITY

MASTER CODE
0E3C7DF2 1853E59E
EE8CDC8A BCBBBD9A

LIFE CODES:
Infinite Health
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEB
DE8FFF86 BF899B8B
DE8FFF82 02A99BA7
DE91CA1A C8AC9A43
Infinite Armour
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEF
DE8FFF86 BF899B8B
DE8FFF82 02A9A3B9
DE91CA1A C8AC9A43
Infinite Health And Armour
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEB
DE8FFF86 68EE9EEF
DE8FFF82 BF899B8B
DE8FFF8E 02A99BA7
DE91CA1A C8AC9A43
Freeze Mission Timer
DE97F3E6 BCA99B83
Maximum Money
DE4279D2 C19E7B82
DE4279DE C19E7B82
Walk Through Walls (L3+L2 to activate, L3+R2 to stop)
0E42EEF8 BCA99980
DE8B2776 BCA99B83
0E42EEF8 BCA99880
DE8B2776 C8B7AEE3
Infinite Ammo
DE89766E E0EB9B83
DE8976C6 E0EB9B83
DE897EF2 E0EB9B83
DE897D5E E0EB9B83
Never Lose Weapons
DE83D4CE BF899B8B
DE83D4CA BCA99B83
Cops Have No AI
DE85675E BF899B8B
DE85675A BCA99B83
Slow Motion (Press L2+R2+DOWN)
0E42EEF8 BCA99742
DEB3DA56 FA299B83
Normal game speed (Press L2+R2+Select)
0E42EEF8 BCA99781
DEB3DA56 FB299B83
Disable Car Damage
DE887302 BCA99B83
Loads of Pedestrians
DEB44076 FE299B83
Loads of Traffic
DEB4478E FE299B83

PRO EVOLUTION SOCCER 3

Master Code
0E3C7DF2 1853E59E
E1F50CAA BDB28DBA

Unlock All Shop Items
D1B1F3FA BBA89A82
D1B1F386 BBA89A82
D1B1F382 BBA89A82
Win All Trophies
D1B1F38E BBA89A82
Infinite Transfer Points
D14DA2B6 C19E7B82
Bigger Created Characters
F15CED4B BCA99B82
Home Team Scores 99 (Press R3+L3+L1 to activate)
01AEBC8A BCA9927C
C1489C72 BCA99BE6
Home Team Scores 0 (Press R3+L3+L2 to activate)
01AEBC8A BCA9997C
C1489C72 BCA99B83
Away Team Scores 99 (Press R3+L3+R1 to activate)
01AEBC8A BCA9967C
C1486BE2 BCA99BE6
Away Team Scores 0 (Press R3+L3+R2 to activate)
01AEBC8A BCA9927C
C1486BE2 BCA99B83

THE SIMS: BUSTIN' OUT

Master Code
0E3C7DF2 1853E59E
EE9C3B52 BCCB56E2
Display Debug Info
DEBF6B4A BCA99B84
General Comments On
DEBF6B62 BCA99B84
All Objects Unlocked
DEBF6B56 BCA99B84
All Locations
CEBF6B52 BCA99B84
Secret Interactions
DEBF6B66 BCA99B84
100% Friendship – Any Sim
DEAB8716 E0BC9BE7
Free Play Mode
DEBF81AA 051DBE73
Have Decorative Lawn Gnome
CEBF7478 BCA99B84
Have Money Lawn Gnome
CEBF7478 BCA99B86
Have Motive Lawn Gnome
CEBF7478 BCA99B87
No Hunger Decrease
DEBF82EA BCA99B83
No Hygene Decrease
DEBF8186 BCA99B83
DEBF8182 BCA99B83
No Energy Decrease
DEBF82CA BCA99B83
DEBF82D6 BCA99B83
No Social Decrease
DEBF82F6 BCA99B83
DEBF82F2 BCA99B83
No Comfort Decrease
DEBF82E2 BCA99B83
DEBF82EE BCA99B83
No Bladder Decrease
DEBF818E BCA99B83
DEBF818A BCA99B83
No Fun Decrease
DEBF81FE DCE81087
Everything's Free
DEBF6B4E BCA99B83
DEAB1EC2 BCA99B83

SSX 3

Master Codes
0E3C7DF2 1853E59E
EEBF0762 BCE892F2

ZOE CODES

Max Acceleration
FEB44E26 BCA99BBA
Max Tricks
FEB44E21 BCA99BBA
Max Edging
FEB44E20 BCA99BBA
Max Spin
FEB44E23 BCA99BBA
Max Toughness
FEB44E22 BCA99BBF
Max Stability
FEB44E2D BCA99BBF
Max Speed
FEB44E27 BCA99BBF
Max Cash
DEB44F02 C19E7B82
DEB44F0E C19E7B82
All Rewards
DEB443F6 BBA89A82
DEB443F2 BBA8A282
DEB442FE BBA89A82
DEB442FA BBA89A82
DEB44286 BBA89A82
DEB44282 BBA89A92
DEB4428E BBA89A82
DEB4428A BBA89A82
DEB44296 BBACAA82
DEB44292 BBB89A82
DEB4429E BCA9AA82

MOBY CODES

Max Cash
DEB48D62 C19E7B82
DEB48D6E C19E7B82
Max Acceleration
FEB48C06 BCA99BBA
Max Edging
FEB48C00 BCA99BBA
Max Speed
FEB48C07 BCA99BBA
Max Spin
FEB48C03 BCA99BBA
Max Stability
FEB48C0D BCA99BBA
Max Toughness
FEB48C02 BCA99BBA
Max Tricks
FEB48C01 BCA99BBA
Max All Stats
FEB48C07 BCA99BBA
DEB48C06 F3E0D2BA
CEB48C02 BCA9D2BA
All Rewards
DEB481D6 BBA89A82
DEB481D2 BBA8A282
DEB481DE BBA89A82
DEB481DA BBA89A82
DEB481E6 BBA89A82
DEB481E2 BBA89A92
DEB481EE BBA89A82
DEB481EA BBA89A82
DEB481F6 BBACAA82
DEB481F2 BBB89A82
DEB480FE BCA9AA82

PSYMON CODES

Max Cash
DEB40922 C19E7B82
DEB4092E C19E7B82
Max Acceleration
FEB408C6 BCA99BBA
Max Edging
FEB408C0 BCA99BBA
Max Speed
FEB408C7 BCA99BBA
Max Spin
FEB408C3 BCA99BBA
Max Stability
FEB408CD BCA99BBA
Max Toughness
FEB408C2 BCA99BBA
Max Tricks
FEB408C1 BCA99BBA
Max All Stats
FEB408C7 BCA99BBA
DEB408C6 F3E0D2BA
CEB408C2 BCA9D2BA
All Rewards
DEB40C96 BBA89A82
DEB40C92 BBA8A282
DEB40C9E BBA89A82
DEB40C9A BBA89A82
DEB40CA6 BBA89A82
DEB40CA2 BBA89A92
DEB40CAE BBA89A82
DEB40CAA BBA89A82
DEB40CB6 BBACAA82
DEB40CB2 BBB89A82
DEB40CBE BCA9AA82

GRIFF CODES

Max Cash
DEB43F8A C19E7B82
DEB43F96 C19E7B82
Max Acceleration
FEB43EAE BCA99BBA
Max Edging
FEB43EA8 BCA99BBA
Max Speed
FEB43EAF BCA99BBA
Max Spin
FEB43EAB BCA99BBA
Max Stability
FEB43EB5 BCA99BBA
Max Toughness
FEB43EAA BCA99BBA
Max Tricks
FEB43EA9 BCA99BBA
Max All Stats
FEB43EAF BCA99BBA
DEB43EAE F3E0D2BA
CEB43EAA BCA9D2BA
All Rewards
DEB4337E BBA89A82
DEB4337A BBA8A282
DEB43306 BBA89A82
DEB43302 BBA89A82
DEB4330E BBA89A82
DEB4330A BBA89A92
DEB43316 BBA89A82
DEB43312 BBA89A82
DEB4331E BBACAA82
DEB4331A BBB89A82
DEB43326 BCA9AA82

VIGGO CODES

Max Cash
DEB4F9AA C19E7B82
DEB4F9B6 C19E7B82
Max Acceleration
FEB4F84E BCA99BBA
Max Edging
FEB4F848 BCA99BBA
Max Speed
FEB4F84F BCA99BBA
Max Spin
FEB4F84B BCA99BBA
Max Stability
FEB4F855 BCA99BBA
Max Toughness
FEB4F84A BCA99BBA
Max Tricks
FEB4F849 BCA99BBA
Max All Stats
FEB4F84F BCA99BBA
DEB4F84E F3E0D2BA
CEB4F84A BCA9D2BA
All Rewards
DEB3FD1E BBA89A82
DEB3FD1A BBA8A282
DEB3FD26 BBA89A82
DEB3FD22 BBA89A82
DEB3FD2E BBA89A82
DEB3FD2A BBA89A92
DEB3FD36 BBA89A82
DEB3FD32 BBA89A82
DEB3FD3E BBACAA82
DEB3FD3A BBB89A82
DEB3FDC6 BCA9AA82

ELISE CODES

Max Cash
DEB42812 C19E7B82
DEB4281E C19E7B82
Max Acceleration
FEB42F36 BCA99BBA
Max Edging
FEB42F30 BCA99BBA
Max Speed
FEB42F37 BCA99BBA
Max Spin
FEB42F33 BCA99BBA
Max Stability
FEB42F3D BCA99BBA
Max Toughness
FEB42F32 BCA99BBA
Max Tricks
FEB42F31 BCA99BBA
Max All Stats
FEB42F37 BCA99BBA
DEB42F36 F3E0D2BA
CEB42F32 BCA9D2BA
All Rewards
DEB42386 BBA89A82
DEB42382 BBA8A282
DEB4238E BBA89A82
DEB4238A BBA89A82
DEB42396 BBA89A82
DEB42392 BBA89A92
DEB4239E BBA89A82
DEB4239A BBA89A82
DEB423A6 BBACAA82
DEB423A2 BBB89A82
DEB423AE BCA9AA82

NATE CODES

Max Cash
DEB4189A C19E7B82
DEB418A6 C19E7B82
Max Acceleration
FEB41FBE BCA99BBA
Max Edging
FEB41FB8 BCA99BBA
Max Speed
FEB41FBF BCA99BBA
Max Spin
FEB41FBB BCA99BBA
Max Stability
FEB41F45 BCA99BBA
Max Toughness
FEB41FBA BCA99BBA
Max Tricks
FEB41FB9 BCA99BBA
Max All Stats
FEB41FBF
BCA99BBA
DEB41FBE
F3E0D2BA
CEB41FBA
BCA9D2BA
All Rewards
DEB41C0E
BBA89A82
DEB41C0A
BBA8A282
DEB41C16 BBA89A82
DEB41C12 BBA89A82
DEB41C1E BBA89A82
DEB41C1A BBA89A92
DEB41C26 BBA89A82
DEB41C22 BBA89A82
DEB41C2E BBACAA82
DEB41C2A BBB89A82
DEB41C36 BCA9AA82

MAC CODES

Max Cash
DEB45EFA C19E7B82
DEB45E86 C19E7B82
Max Acceleration
FEB45D9E BCA99BBA
Max Edging
FEB45D98 BCA99BBA
Max Speed
FEB45D9F BCA99BBA
Max Spin
FEB45D9B BCA99BBA

Max Stability
FEB45DA5 BCA99BBA
Max Toughness
FEB45D9A BCA99BBA
Max Tricks
FEB45D99 BCA99BBA
Max All Stats
FEB45D9F BCA99BBA
DEB45D9E F3E0D2BA
CEB45D9A BCA9D2BA
All Rewards
DEB4526E BBA89A82
DEB4526A BBA8A282
DEB45276 BBA89A82
DEB45272 BBA89A82
DEB4527E BBA89A82
DEB4527A BBA89A92
DEB45206 BBA89A82
DEB45202 BBA89A82
DEB4520E BBACAA82
DEB4520A BBB89A82
DEB45216 BCA9AA82

ALLEGRA CODES

Max Cash
DEB46E72 C19E7B82
DEB46E7E C19E7B82
Max Acceleration
FEB46D16 BCA99BBA
Max Edging
FEB46D10 BCA99BBA
Max Speed
FEB46D17 BCA99BBA
Max Spin
FEB46D13 BCA99BBA
Max Stability
FEB46D1D BCA99BBA
Max Toughness
FEB46D12 BCA99BBA
Max Tricks
FEB46D11 BCA99BBA
Max All Stats
FEB46D17 BCA99BBA
DEB46D16 F3E0D2BA
CEB46D12 BCA9D2BA
All Rewards
DEB462E6 BBA89A82
DEB462E2 BBA8A282
DEB462EE BBA89A82
DEB462EA BBA89A82
DEB462F6 BBA89A82
DEB462F2 BBA89A92

MAX PAYNE 2

Master Codes
0E3C7DF2 1853E59E
EEBA75AE BCED24B6
Infinite Health
DEA89872 F8AADEFD
DEA8987E 682A9B5F
Infinite Painkillers
DEA03D9A BCA99B83
Infinite Ammo
DEA026B2 BCA99B83
Extra Ammo
CEA026B2 BCA99B84
One Hit Kills
DEA6A33E 68299B5F

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LORD OF THE RINGS: RETURN OF THE KING

Master Codes
0E3C7DF2 1853E59E
EE9C333E BCA99C80
Infinite Health
DE8585E6 BCA99B83
1 Hit Kills
DE801CAE 6A099B13

PRINCE OF PERSIA

Master Codes
0E3C7DF2 1853E59E
EE8EBEDA BCB9DB6A
Infinite Health
DE91503E C4AC9A43
DE91503A 6AEA9B8B
DE8FFFFE E0AA9C83
DE8FFFFA 68EA9B83
DE8FFF86 C4B40434

SONIC HEROES

Master Codes
0E3C7DF2 1853E59E
FE80390E BCC75816
Have 99 Rings
DE939F2E BCA99B83
Have 99 lives
DE93981A BCA99B83
Start With Characters At Max
DE972986 E0AF9B86
DE965A3A E0AF9B86
Pick Up 1 Ring For Full Team Blast
DE939B3A 680B9B83
Pick Up 1 Ring For 9999999 Pts
DE93997A BCA99B83
Freeze Timer
DE93A50E BCA99B83
All Story Levels And CG Theater
DEAEC62A BCA99B83
DEAEC6CA BCA99B83
DEAEC596 BCA99B83

MAFIA

Master Codes
0E3C7DF2 1853E59E
EEA21312 BCE57E22
Infinite Time
DE94042E BCA99B83
DE9404D6 BCA99B83
Display Debug Infos
DEAFEDC2 BCA99B83
Infinite Health (car)
DE87EE12 BCA99B83
DE87EE22 BCA99B83
Infinite Health
DEB1911E BCBADE53
Infinite Ammo
DEB72796 BCA99B83

SOCOM 2: US NAVY SEALS

Action Replay MAX Master Codes
TVAX-T6WA-CYAMU
9KYV-79BY-N24RQ
B8P6-PBBV-02R3U
YNDU-YU4U-NQMHG
PA4N-9B02-2UGFX
9NP3-VR3H-1ETA2
DFM3-7KE9-6XKTR

AR Max Below 3.14 Fix
For owners of AR Max's below 3.14, you'll need to activate these codes before accessing the cheats below
85K0-MMEV-T01K3
GCEA-YHBD-KBXUB
KDDU-QM20-9U8ZR
436Z-47RV-D57Q9
E0WZ-7CG4-A5JB7
055K-NN0C-N6QPE

60 Hertz
R8TZ-3TBV-8GR9D
B1PF-2BEX-JNG24

Infinite Ammo
PJK2-FRHM-MBX4B
AEMN-Z5CJ-QQX01
4C4X-A78X-8RY79

Never Fail Missions
TNYX-GNQ4-BE0D9
2HWW-MQX7-1DR2B
GMH4-9N9D-XC77F
F40D-X7GQ-R2GV6

Replace first-person Sniper Camera into Fly camera
2EET-73G4-QUKYU
64C0-UBDM-WM0XP
CH3G-1ZXG-G8ZTX
BM1A-7A33-ZEYMW
5VMJ-1C2X-ZM5FE

XPLODER

The hottest new codes for Blaze's Xploder cheat system. To stand a chance of winning a copy of XPLODER, turn back to page 82 now!

TONY HAWK'S UNDER-GROUND

Mastercode
94C495F0 36E64266
Unlimited Special
249034E8 31B4D135
248A34EA 3896D18D
241034E8 30B4D19D
248A34EA B896D1BD
Mission Time
24D09768 1634C5DC
Mastercode
901076E4 0C0C6A42
Unlimited: Special
202369AC 24020C00
202369B0 AE220068
202369B8 24020001
202369BC AE22006C
Unlimited: Mission Time
20245258 00000000
10* Score Multiplier
20237510 2642000A
50* Score Multiplier
20237510 26420032
100* Score Multiplier
20237510 2642006

FIFA 2004

Mastercode
9042C574 0C110E17
Note – must be on for the following cheats
200C0000 3C01000C
200C0004 34210100
200C0008 00300821
200C000C 80210000
200C0010 5C200002
200C0014 24420005
200C0018 24420001
200C001C 0807953D
200C0020 AC620000
201E54EC 08030000

Player 1 scores 5 per goal
000C0100 00000001
Player 2 scores 5 per goal
000C0101 00000001
Start career with 64,000 points
202F97CC 3403FA00
Disable Career Spending
202FA944 24002402
202FA988 24001972
Increase Home Team Score
D065DE02 0000FBFE
30200001 005915A0
Buttons: (Hold Select & Press L1)
Increase Away Team Score
D065DE02 0000F7FE
30200001 005915A4
Buttons: (Hold Select & Press R1)
Reset Clock
D065DE02 0000FEFE
205940B8 00000000
Buttons: (Hold Select & Press L2)
End Half
D065DE02 0000FDFE
205940B8 00000300
Buttons: (Hold Select & Press R2)

TRUE CRIME: STREETS OF LA

Mastercode
9038AE58 0C0E2B58
Unlimited Health
20228B9C E4CC01D0
One Hit Kill (Shooting)
2012C3A8 10000061
One Hit Kill (Fighting)
20131E1C AE0001D0
Unlimited Time On Timed Missions
201FC034 3C013634
Unlimited Ammunition
2023AC84 3C013634

DRIVING STATS:
All Cars Unlocked
2075D524 00000003
Unlock All Manoeuvres
2075D51C 0000FFFF
GUNPLAY STATS:
Unlock All Guns & Upgrades
1075D488 000071FF
COMBAT STATS:
Unlock All Grapples & Attacks
2075D4E0 00007FFF

SSX 3

Mastercode
903FF6A0 0C10AF1E

ZOE:
Maximum Cash
204AAF8C 05F5E0FF
204AAF90 05F5E0FF
Maximum Acceleration
004AB0A8 00000037
Maximum Edging
004AB0AA 00000037
Maximum Speed
004AB0A7 00000037
Maximum Spin
004AB0AB 00000037
Maximum Stability
004AB0AD 00000037
Maximum Toughness
004AB0AC 00000037
Maximum Tricks
004AB0A9 00000037
Maximum All Stats
004AB0A7 00000037
204AB0A8 37373737
104AB0AC 00003737

MOBY:
Maximum Cash
204A716C 05F5E0FF
204A7170 05F5E0FF
Maximum Acceleration
004A7288 00000037
Maximum Edging
004A728A 00000037
Maximum Speed
004A7287 00000037
Maximum Spin
004A728B 00000037
Maximum Stability
004A728D 00000037
Maximum Toughness
004A728C 00000037
Maximum Tricks
004A7289 00000037
Maximum All Stats
004A7287 00000037
204A7288 37373737
104A728C 00003737

PSYMON:
Maximum Cash
204AEDAC 05F5E0FF
204AEDB0 05F5E0FF
Maximum Acceleration
004AEEC8 00000037
Maximum Edging
004AEECA 00000037
Maximum Speed
004AEEC7 00000037
Maximum Spin
004AEECB 00000037
Maximum Stability
004AEECD 00000037
Maximum Toughness
004AEECC 00000037
Maximum Tricks
004AEEC9 00000037
Maximum All Stats
004AEEC7 00000037
204AEEC8 37373737
104AEECC 00003737

GRIFF:
Maximum Cash
204ABF14 05F5E0FF
204ABF18 05F5E0FF
Maximum Acceleration
004AC030 00000037
Maximum Edging
004AC032 00000037
Maximum Speed
004AC02F 00000037
Maximum Spin
004AC033 00000037
Maximum Stability
004AC035 00000037
Maximum Toughness
004AC034 00000037
Maximum Tricks
004AC031 00000037
Maximum All Stats
004AC02F 00000037
204AC030 37373737
104AC034 00003737

VIGGO:
Maximum Cash
204AFD34 05F5E0FF
204AFD38 05F5E0FF
Maximum Acceleration
004AFE50 00000037
Maximum Edging
004AFE52 00000037
Maximum Speed
004AFE4F 00000037
Maximum Spin
004AFE53 00000037
Maximum Stability
004AFE55 00000037
Maximum Toughness
004AFE54 00000037
Maximum Tricks
004AFE51 00000037
Maximum All Stats
004AFE4F 00000037
204AFE50 37373737
104AFE54 00003737

ELISE:
Maximum Cash
204ACE9C 05F5E0FF
204ACEA0 05F5E0FF
Maximum Acceleration
004ACFB8 00000037
Maximum Edging
004ACFBA 00000037
Maximum Speed
004ACFB7 00000037
Maximum Spin
004ACFBB 00000037
Maximum Stability
004ACFBD 00000037
Maximum Toughness
004ACFBC 00000037
Maximum Tricks
004ACFB9 00000037
Maximum All Stats
004ACFB7 00000037
204ACFB8 37373737
104ACFBC 00003737

NATE:
Maximum Cash
204ADE24 05F5E0FF
204ADE28 05F5E0FF
Maximum Acceleration
004ADF40 00000037
Maximum Edging
004ADF42 00000037
Maximum Speed
004ADF3F 00000037
Maximum Spin
004ADF43 00000037
Maximum Stability
004ADF45 00000037
Maximum Toughness
004ADF44 00000037
Maximum Tricks
004ADF41 00000037
Maximum All Stats
004ADF3F 00000037
204ADF40 37373737
104ADF44 00003737

MAC:
Maximum Cash
204AA004 05F5E0FF
204AA008 05F5E0FF
Maximum Acceleration
004AA120 00000037
Maximum Edging
004AA122 00000037
Maximum Speed
004AA11F 00000037
Maximum Spin
004AA123 00000037
Maximum Stability
004AA125 00000037
Maximum Toughness
004AA124 00000037
Maximum Tricks
004AA121 00000037
Maximum All Stats
004AA11F 00000037
204AA120 37373737
104AA124 00003737

WIN!!
BLAZE'S REGION FREE DVD DISC
see p76

ALLEGRA:
Maximum Cash
204A907C 05F5E0FF
204A9080 05F5E0FF
Maximum Acceleration
004A9198 00000037
Maximum Edging
004A919A 00000037
Maximum Speed
004A9197 00000037
Maximum Spin
004A919B 00000037
Maximum Stability
004A919D 00000037
Maximum Toughness
004A919C 00000037
Maximum Tricks
004A9199 00000037
Maximum All Stats
004A9197 00000037
204A9198 37373737

KAORI:
Maximum Cash
204A80F4 05F5E0FF
204A80F8 05F5E0FF
Maximum Acceleration
004A8210 00000037
Maximum Edging
004A8212 00000037
Maximum Speed
004A820F 00000037
Maximum Spin
004A8213 00000037
Maximum Stability
004A8215 00000037
Maximum Toughness
004A8214 00000037
Maximum Tricks
004A8211 00000037
Maximum All Stats
004A820F 00000037
204A8210 37373737
104A8214 00003737

GRAND THEFT AUTO: VICE CITY

Mastercode
F0100008 00122217
Have All Weapons
205C7DE4 00000064
Cannot Be Arrested
20198d60 03e00008
20198d64 00000000
20198f30 03e00008
20198f34 00000000
Unlimited Time
202B5D30 03E00008
202B5D34 00000000
Notes: (Timed Missions Only)

Unlimited Health
200C0220 3C0142C8
200C0224 AC410368
200C0228 03E00008
200C022C 44020000
202D2CA4 0C030088
Unlimited Armour
200C0230 3C0142C8
200C0234 AC41036C
200C0238 03E00008
200C023C 46000836
202D2E7C 0C03008C
Unlimited Money
205C7DDC 05F5E0FF
205C7DE0 05F5E0FF
Unlimited Sprint
005C7E7C 00000001
Unlimited Ammunition, All Weapons
20158874 00000000
201588CC 00000000
All Weapons Inside Car
20158100 00000000
20158164 00000000

ALL VEHICLES:
No Collision Damage
2016f690 03e00008
2016f694 00000000
No Weapons Damage
201864f0 03e00008
201864f4 00000000
Cars Hover On Water
004B1150 00000001
Cops Get Out & Walk Away
20199410 03e00008
20199414 00000000

HAVE ANY CAR:
Linerunner
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040085
Perennial
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040086
Sentinel
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040087
Patriot (Boat)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040088
Firetruck
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040089
Trashmaster
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008A
Stretch (Limo)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008B
Manana
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008C
Infernus
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008D
Voodoo
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008E
Pony
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008F
Mule
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040090
Cheetah
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040091
Ambulance
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040092
FBI Washington
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040093
Moonbeam
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040094
Esperanto
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040095
Taxi
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040096
Washington
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040097
Bobcat
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040098
Mr. Whoopee
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040099
BF Injection
10276AFC 0000001A
10276B0C 00000042

20276B20 .... 0C09E804
20276B24 .... 2404009A

Hunter (Chopper)
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 2404009B

Police
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 2404009C

Enforcer
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 2404009D

Securica
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 2404009E

Banshee
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 2404009F

Bus
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 240400A1

Rhino (Tank)
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 240400A2

Fun Cheats - City Riots
101c7c8c 00000008

Babe Magnet
004B125C 00000001

Increase Game Speed By Half
204B0DD8 .... 3F000000

2x
204B0DD8 40000000

4x
204B1C58 40800000

100x
204B0DD8 .... 42C80000

MAX PAYNE 2 THE FALL OF MAX PAYNE

Master Code
904DC41 C0C04CEBA

Unlimited Health
20365E7C3C02437A
20365E80AC8200DC

Unlimited Painkillers
203EC1B824010009
203EC1CCAC810000

Unlimited Ammunition
203ED83C24013634

Unlimited Bullet Time
202957A0E6401544
20295274E6401544

Unlock All Difficulty/Level Select
204213E424020001

Have Idiot AI
203853C003E00008
203853C400000000

Have One Hit Kill
200C200090810003
200C200454200001
200C2008AC8000DC
200C200C080E14F0
200C201000000000
202779400C030800

LORD OF THE RINGS: THE RETURN OF THE KING

Mastercode
948098E6 .... 3DA68DDE

Unlimited Health
24802DFA 32F65059

Range Weapon
249015CE B274517B

MEDAL OF HONOR RISING SUN

Master Code
9030B7940C0C2CDA

Unlimited Health
200C20003C0142C8
200C200403E00008
200C2008AC610014
201E027C08030800

Unlimited Ammunition
2025067C24013634

Have All Medals
2010BF50FFFFFFFF

Unlock All Levels
2010BF54FFFFFFFF

Unlock All Valor In History
2010BF58FFFFFFFF

Unlock Storyboards
2010BF5CFFFFFFFF

Unlock All Bonus (In Options)
2010BF64FFFFFFFF

UNLOCK MOVIES:

Pearl Harbor
0010C4F200000001

Fall Of The Philippines
0010C4FA00000001

Midnight Raid On Guadalcanal
0010C50200000001

Pistol Pete Showdown
0010C50A00000001

Singapore Sling
0010C51200000001

In Search Of Yamashita's Gold
0010C52200000001

A Bridge On The River Kwai
0010C52A00000001

Supercarrier Sabotage
0010C53200000001

All Replay Items
203CBA2400000001

Bullet Shield
203CBA0400000001

Rubber Grenades
203CBA0C00000001

Men With Hats
203CBA0800000001

Always Sniper
203CB9F800000001

Invisible Soldiers
203CBA1C00000001

Perfectionist Mode
203CBA1800000001

Immortality
203CB9F000000001

Slow MOH
203CB9FC00000001

EYE TOY: PLAY

Master Code
F01576300011AC6F

BEAT FREAK:

Maximum Style Bar
204F86383F800000

Maximum Combo Counter
204F862400000063

Maximum Score
204F86200098967F

WISHI WASHI:

Freeze Timer
2032FCC000002300

Maximum Score
204D4A88000F423F

KEEP UPS:

Unlimited Time
201D46EC34020130

Unlimited Lives
204CC41000000003

Maximum Combo Keep Ups
204CC43C000F423F

Maximum Keep Ups
204CC438000F423F

Maximum Skill
204CC42C000F423F

UFO JUGGLER:

Unlimited Lives
21C0B8D000000003

Maximum Skill
204D28A4000F423F

Maximum Score
204D28AC000F423F

Maximum UFOs
204D28A0000F423F

SLAP STREAM:

Unlimited Lives
204E5C6000000003

Maximum Score
204E5C28000F423F

Maximum Skill
204E5C38000F423F

PLATE SPINNER:

Unlimited Lives
2194545000000003

Maximum Score
21945454497423F0

ROCKET RUMBLE:

Unlimited Audience Interest
202CBD943C0142C8
202CBD9844810000

Maximum Biggest Bang
204EA67C000F423F

Total Score
204EA64F000F423F

Rockets
204EA674000F423F

FINAL FANTASY X-2

Master Code
948417FE 3E2E5084

Max Gil
24035CC6 DCA54EDE

All Characters Max Level and Exp.
44953468 1CA4412C
1937C135 A72BB1E0

Yuna
24037CC6 DCA5482E

Rikku
24435CC6 DC25482E

Paine
24435CC6 DCA5482E

Character 4
24035CC6 DC25482E

Character 5
24035CC6 DCA5482E

Character 6
24437CC6 DC254A2E

Character 7
24437CC6 DCA54A2E

Character 8
24037CC6 DC254A2E

Character 9
24037CC6 DCA54A2E

Character 10
24435CC6 DC254A2E

Character 11
24435CC6 DCA54A2E

Character 12
24035CC6 DC254A2E

Character 13
24035CC6 DCA54A2E

Have All Garment Grids
44101568 10B4476C
59B5493C 272991D8

All Dresspheres
04101568 14B4677C
14101569 14B4077C
44111568 10B447CC
391257A1 1F2B91E0
04101569 14B447FC
04503668 1434754C

Gunner
04101568 14B4677C

Gun Mage
04101569 14B4477C

Alchemist
04101569 14B4677C

Warrior
04101568 14B447CC

Samurai
04101568 14B467CC

Dark Knight
04101569 14B447CC

Berserker
04101569 14B467CC

Songstress
04101568 14B447EC

Black Mage
04101568 14B467EC

White Mage
04101569 14B447EC

Thief
04101569 14B467EC

Trainer
04101568 14B447DC

Lady Luck
04101568 14B467DC

Mascot
04101569 14B447DC

Floral Fallal
04101569 14B467DC

Machina Maw
04101569 14B447FC

Full Throttle
04503668 1434754C

MANHUNT

Master Code
90130A840C04997A

UNLIMITED:

Health
20112CA4AFC20010

Stamina
201C0FC83C013F80
201C0FCCAC8106EC

Ammunition
2026680824013634

SCENE SELECTION:

Born Again
005E1F0400000001

Doorway Into Hell
005E1FB400000001

Road To Ruin
005E206400000001

White Trash
005E211400000001

Fuelled By Hate
005E21C400000001

Grounds For Assault
005E227400000001

Strapped For Cash
005E232400000001

View Of Innocence
005E23D400000001

Drunk Driving
005E248400000001

Graveyard Shift
005E253400000001

Mouth Of Madness
005E25E400000001

Doing Time
005E269400000001

Kill The Rabbit
005E274400000001

Divided They Fall
005E27F400000001

Press Coverage
005E28A400000001

Wrong Side Of The Tracks
005E295400000001

Trained To Kill
005E2A0400000001

Border Patrol
005E2AB400000001

Key Personnel
005E2B6400000001

Deliverance
005E2C1400000001

SIMPSONS: HIT AND RUN

Master Code
F01000080040877B

No Damage All Vehicles
2028C11834013634

Unlimited Time On Timed Missions
20173F1434023634

NEED FOR SPEED: UNDERGROUND

Master Code
903B1580 .... 0C0EEA50

Maximum Style Points
204A6274 .... 0BEBC200

Maximum Cash
204ADA0C 0BEBC200

Visuals: Unlock All Visuals
404AC9E8 .... 001A0001
02020202 04041969
404A6278 00200002
01010101 04041969
104A62E8 00000101

Performance: Unlock Everything
404AC9E8 .... 001A0001
02020202 00000000

LMA 2004

MasterCode
949495E6 .... BB2E1422

Maximum Bank Balance
24D028F6 .... 12FE0757
24DA704A 16F5477C
244028CE 9AF40EC7
24CA68DC 17FD46E5

JAMES BOND EVERYTHING OR NOTHING

Master Code
948498B6 32A605F8
94951CFE 982E0862

ACTION SECTIONS

Unlimited Health
24DAF60A 1675C138
24C0BEAA 86558181
D4D0966A 14B4C79C
24519668 10B6C796

Unlimited Ammunition (No Reload)
E4C3BC2B 3D74E54C
24C13DAA B6B48E15
249111F4 9D7C432D

Unlimited Battery Power
E4D2BC28 BD6C95A4
2481ACAA 9F9FD75C
2481BCAA 1F9FD7FD

DRIVING SECTION

Unlimited Health
24CCB6AE 8F448108
24DAF60A 1675C128
24CCB6AE 0F448119
E4863522 FC7CC6B4
24D1B5E8 32365170
24D1B0F4 BFFC41D9
2440B160 B3EE4150

Unlimited Ammunition
D4001D36 9FBC8A46
249115B4 9FBCC34D

Unlimited Battery Power
E4C3B52C 306CCC34
24D833E8 8434D5C6
24C833EA 8C14D5FD

UNLOCK

Gadgets/Rewards/Cheats
244FEF96 EB4F1C97
244FEF96 EB4F1CB7

LEVELS

Ground Zero:
Completed
0450952A 367445AC
Have Platinum
0450952A 367465AC

MI6 Training:
Completed
04509628 36F4459C

A Long Way Down:
Completed
0450942A 36F445BC
Have Platinum
04509428 36F465BC

Train Chase:
Completed
0450952A 36F4450C
Have Platinum
04509528 36F4650C

An Old Friend:
Completed
0410962A 3674452C
Have Platinum
04109628 3674652C

Sand Storm:
Completed
0410942A 3674451C
Have Platinum
04109428 3674651C

MI6 Interlude:
Completed
04109728 3674453C

Serena St.Germaine:
Completed
0410952A 3674458C
Have Platinum
04109528 3674658C

Vertigo:
Completed
0410962A 36F445AC
Have Platinum
04109628 36F465AC

The Ruined Tower:
Completed
0410942A 36F4459C
Have Platinum
04109428 36F4659C

Death Of An Agent:
Completed
0410972A 36F445BC
Have Platinum
04109728 36F465BC

A Show Of Force:
Completed
0450B62A 3674470C
Have Platinum
0450B628 3674670C

MI6 Interlude:
Completed
0450B428 3674472C

Mardi Gras Mayhem:
Completed
0450B72A 3674471C
Have Platinum
0450B728 3674671C

The Kiss Kiss Club:
Completed
0450B52A 3674473C
Have Platinum
0450B528 3674673C

Deaths Door:
Completed
0450B42A 36F447AC
Have Platinum
0450B428 36F467AC

Battle In The Big Easy:
Completed
0450B72A 36F4479C
Have Platinum
0450B728 36F4679C

Faded Splendor:
Completed
0450B52A 36F447BC
Have Platinum
0450B528 36F467BC

The Machinery Of Evil:
Completed
0410B42A 3674470C
Have Platinum
0410B428 3674670C

The Pontchartrain Bridge:
Completed
0410B72A 3674472C
Have Platinum
0410B728 3674672C

MI6 Interlude:
Completed
0410B528 3674471C

A Simple Exchange:
Completed
0410B62A 36F4473C
Have Platinum
0410B628 36F4673C

Red Line:
Completed
0410B42A 36F4478C
Have Platinum
0410B428 36F4678C

Ambushed:
Completed
0410B72A 36F447AC
Have Platinum
0410B728 36F467AC

The High Road:
Completed
0410B52A 36F4479C
Have Platinum
0410B528 36F4679C

Diavolo's Plan:
Completed
0450962A 367447BC
Have Platinum
04509628 367467BC

The Platinum War:
Completed
0450972A 3674470C
Have Platinum
04509728 3674670C

Dangerous Descent:
Completed
0450952A 3674472C
Have Platinum
04509528 3674672C

Red Underground:
Completed
0450962A 36F4471C
Have Platinum
04509628 36F4671C

The Final Card:
Completed
0450942A 36F4473C
Have Platinum
04509428 36F4673C

Everything Or Nothing:
Completed
0450972A 36F4478C
Have Platinum
04509728 36F4678C

W.C.RUGBY

MasterCode
948091B8 3EEE5234

Big Heads Mode
04103568 3670630C

Paranoia Mode
04103569 3670430C

Metal Players Mode
4103569 3670630C

All Stars Team
04103468 367043AC

Swordfish
04103769 3670438C

The Cougars
04103769 3670638C

WIN!!
BLAZE'S
XPLODER
see p110

THE COMPLETE PSONE A TO Z

SONY
PS one
MEMORY CARD
MEMORY CARD

THE GAME YOU WANT NOT HERE?

Can't see cheats for the game you're currently beavering away at? Fear not! Just let us know which game you want cheats for, and we'll go out and find them. Nice. WRITE TO: PSone A to Z, Cheatzone, 30 Monmouth Street, Bath, BA1 2BW. OR EMAIL: cheatzone@futurenet.co.uk

A IS FOR...

ABE'S EXODDUS

ADVANCE TO NEXT PATH
Hold R1 and press ◎, ◎, ⊗, ⊗, ⊡, ⊡ during the game.
Note: The final level must be played to be able to advance to the end of the game.
VIEW FMV SEQUENCES
Hold R1 and press ↑, ↓, ←, →, ⊡, ◎, △, ◎, ⊡, ◎, ↑, ↓, ←, → at the Main Menu.
LEVEL SELECT
Hold R1 and press ↓, ↑, ←, →, △, ⊡, ◎, △, ⊡, ◎, ↓, ↑, ←, → at the Main Menu.
INVINCIBILITY
Hold R1 and press ◎, △, ⊡, ⊗, ↓, ↓, ↓, ◎, △, ⊡, ⊗ during the game.

ABE'S ODDYSEE

LEVEL SELECT
Hold R1 and press ↓, →, ←, →, ⊡, ◎, ⊡, △, ◎, ⊡, →, ← at the first option screen.
VIEW FMV SEQUENCES
Hold R1 and press ↑, ←, →, ⊡, ◎, △, ⊡, →, ←, ↑, → at the first option screen.
GREEN AIR MINES
Hold R1 and press ↑, ←, →, ⊡, ◎, ⊗ during the game. Abe will produce a green air mine every time he farts.
INSTANT VOICE PUZZLE SOLUTION
Hold R1 and press △, ↑, ◎, ←, ⊗, ↓, ⊡, → during the game. You will now be able to use any sound to solve the game's voice puzzles.

ALIEN RESURRECT-ION

CHEAT MENU
To access the hidden Cheat Menu, go to the options screen from the Main Menu and press ◎ ← → ◎ ↑ R2. You can now select the Cheat Menu at the bottom of the options screen and toggle infinite ammo, infinite health, no chestbursting and no drowning.
RESEARCH MODE
Go to the options screen from the main menu and then press ⊡, ↑, ↓ ◎, ←, R1 in order to add Research Mode. You'll find a strange four by four grid. Lighting various combinations on the grid affects the appearance of the aliens in the game. Go on, give it a go!

ALONE IN THE DARK

SECRET CODE
To find out the secret code, you must use the glass prism that Lucy gave you on the projector in Alan's office. When you have done that, switch on your flashlight to trigger a short FMV sequence after which you will receive an engraved cube.

By examining this cube, you will discover the password. Of course, if you simply can't be bothered to do that, the code is 1991!

ALUNDRA 2

PUZZLE PIECE LOCATIONS
Here's where you find all 60 puzzle pieces throughout the game's levels and mini-games.

Mt Sparrowhawk	1
Bombed Paco Village	1
Kindra Forest	3
Tortuga Beach	1
Toroledo	4
Ox Tank	5
Howling Cave	1
Dun Webb	4
Yagin Harbour	1
Puerto Medusa	4
Milenas Mansion	4
Gwaba Town	5
Seagull Ruins	5
Eden	1
Eden Ruins	5
Paco Village Ruins	1
Church Of The Key	3
Turnkey Dam	1
Mount Fiedrake	1
Dragonia	3
Varuna Ruins	3
Star Key	3

INFINITE GOLD COINS
In the city of Torledo, go into a house called 'Villagers Home'. Head upstairs and into the room with a bloke, then go to left until you reach a pig. Smash the pig and you'll find three gold coins. Go back downstairs, then return to the room as many times as you like smashing the pig and getting the coins upon each visit.

APE ESCAPE

DEBUG MODE
Pause the game, hold L1 and quickly press ↓ (x2) and △.
GET MORE EXPLOSIVE AMMO FOR SLINGSHOT
Normally you can only carry nine exploding bullets for your slingshot, but put this in when you've paused the game: R2 ↓ L2 ↑ → ↓ → ← to have up to 99 of them!
BEAT SPECTER EASILY
In Specter's first stage in the level Monkey Madness use the Machine using your Super Hoop to smack him down.
HIDDEN MINI-GAME BOXERS
You can get extra boxers on the Specter Boxing mini-game by defeating them on Championship mode, although you'll have to run through it multiple times to get ALL of them.
PEAK-POINT MATRIX
To get to the secret board in *Ape Escape*, you must beat Specter during Monkey Madness and wait until the credits have stopped rolling at the end. Now go back to the Time Station and save. Now go back through the game and catch all the monkeys you missed. When you get your final one the Peak-Point Matrox will open up, where you will get to fight Specter for the last time, and finally catch him. Then, you'll see the true ending.
SAVE A LIFE
As soon as you fall off a cliff press START then choose exit. This will take you back to the time station with the same number of lives as you started the level.

ANNA KOURNIKOVA'S SMASH COURT TENNIS

To view all end sequences press ↑ four times, ↓four times, ← four times and → four times on Controller Two within four seconds when the phrase 'Press Start' appears on the Main Menu.

ARMORED CORE

FIRST PERSON VIEW
Press ⊡ + △ + START – the game will be paused. Press START to resume the game with the new camera angle.
FIXED CAMERA VIEW
Press ◎ + ⊗ + START – the game will be paused. Press START to resume the game with the camera fixed at the present location.
ALTERNATE EMBLEM BACKGROUNDS
Highlight an emblem and enter the edit screen. Then hold L1 + L2 + R1 + R2 and press SELECT.
CHANGE PILOT NAME
Enter the garage and highlight the "Change AC Name" option. Hold L2 + R2 + →, then hold ⊗ and quickly hold ⊡.
RETURN TO DEFAULT VIEW
To return to the default view, press START to pause the game and then press START to resume.
NO LIMIT BONUS
Complete over 100 sorties with a win record that is greater than 90% and an overall rating of 98% or more. Unlimited leg weight points, core weight points and generator output points will now be allowed. Note: Ignore the overweight warning.
DEATH BONUSES
Intentionally die with less than 50,000 credits. The game will restart from the first level with all items gained in the previous game. Your pilot name will change to "Rebel" followed by three random numbers to confirm correct code entry. The first time this is done, the radar will become a grid system and will detect incoming missiles. The fourth time this is done, the rear weapon may be fired while in motion. The sixth time, available energy will be doubled. Also, a ball may be fired from the laserblade by firing then pressing Jump.

ATV OFF ROAD FURY

ALL ATVS
Go Into Pro-Career Mode and enter CHACHING as your new name. Don't worry if the game will kick you out to the main screen, as when you select Done, then you will have all the ATVs to play with.
EXPERT MODE
Enter Pro-Career mode , then stick in ALLOUTAI as your name. Don't worry if the game will boot you back to the main screen but when you select Done, things will suddenly be much harder.
UNLOCK ALL LEVELS
Begin Pro-Career Mode and enter your name as WHATEXIT. Don't worry as the game will return you back to the main screen if you got the code 6. Now when you start a new game all the levels will be unlocked.

30	⊡◎⊗◎⊗△
31	◎⊡⊗△◎△
32	△⊡⊗◎⊡⊗
33	⊗⊗△⊗⊗⊡
34	⊗◎⊡◎◎⊡
35	◎△⊗△⊗△
36	⊗△△⊗⊗⊡
37	⊗△△⊗△⊡
38	⊡△⊡△⊡⊗
39	⊡⊗△⊗⊗△
40	△⊗△◎⊡⊗
41	◎⊗△◎△⊡

AZURE DREAMS

REFILL LIFE
Get in a corner and repeatedly press △ + ◎.
RACETRACK CHEAT
There are patterns in the race track that determine who wins. Save the game at mother's house, then go to the track. Buy ten tickets on any selection. Start the race and do not do anything. Find out the outcome of the race, reset, and return to the track. Look at the odds of the previous race. Bet ten tickets on that race. Start the race and don't do anything. Since the outcome will be the same, you should be able to pick out the winner.
HIDDEN ITEMS
A monster named Barong will occasionally be encountered In the tower. Stand next to it, and throw an item at it. It will eat the item and spit out a completely new one, including special items found nowhere else in the game. One such item is a crossbow that can be used by troll monsters. Other things that may appear include uncommon items like blue and red sands. If you do not want the item that the Barong creates, simply pick it up and then throw it back at the creature again. This may be done several times before the Barong refuses to eat.

B IS FOR...

BATTLE ARENA TOSHINDEN 3

RANDOM SELECT
Hold L1 + L2 + R1 + R2 at the character select. Press ⊡, △, ⊗, or ◎ while the selection box is moving.
REMOVE DISPLAY
Pause a fight, hold ◎ + △ + ⊡ + ⊗ and press SELECT. This removes the continue, options and reset selections. While continuing to hold the four buttons, press SELECT again. This removes the Life and Over Drive bars. To return the display to normal, repeat the code while pressing SELECT once.
ALTERNATE COSTUMES
Beat the game with Naru at level seven. Use ⊡ or ⊗ to select a character.
INSTANT SECRET MOVES
Beat the game with Naru, then set two or more of the shoulder buttons to special moves. Press all special move buttons at once to perform a secret move. This does not work for all characters.
UNLIMITED SOUL BOMBS
Press START to pause a match. Use the controller configuration option to map the L1, L2, R1, and R2 keys to Soul Bombs. Resume the game and press one of the those buttons and ⊗ simultaneously to release a Soul Bomb. That button combination may be pressed an unlimited amount of times during the match.
MANUAL CAMERA CONTROL
Enter the button configuration menu, highlight any shoulder button, and press L1 + L2 + R1 + R2. The controls for the shoulder buttons will change to camera view controls. The view may now be rotated manually.
CONTROL LOADING SCREEN
Press any controller button to alter the colour of the phrase "Now Loading" on the loading screen.

BLADE

UNLOCK ALL CHEATS
At the main menu hold L1 and press ⊗ ⊗ ⊗ ⊗ ⊗ ◎ R1 R2 R2 R1. Press START.
CHEAT MENU
Make sure there are no memory cards plugged in, and on the main menu highlight Continue for the following cheats:
INFINITE HEALTH
←(3), →, L2, L1, R2, R1
INFINITE AMMO
↓, →, ↑, ←, L2, L1, R2, R1
ALL ITEMS
→, ←, ↑, ←, ↓, L2(2), R2(2)
Hold L1 and press ⊗(5), ◎, R1, R2(2) R1 for the menu. Press START during the game for any cheat.

BLAST CHAMBER

UNLIMITED LIVES
Press ⊡, ←, ⊡, →, ◎, ↓, ◎, ↑ at the title screen. Then, choose "Sole Survivor" mode in the "Games" menu. Return to the main menu and start the game. Enter JODPEGEA as a password.

BLAST RADIUS

ALL SHIPS POWERED UP
Press →, L1, ↑, ↑, ↓, →, R2, L2, R2, ↓, ↑, ↓ at the main menu. The sound of an explosion will confirm correct code entry. Select any ship, begin the game, then quit. All four ships will now be powered-up and Sector 5 will be available for the game.
WRAITH SHIP
Enable the "All ships powered up" code. Then, press ←, →, L1, ←, →, L1, R2, R2, L2, ←, →, ↑ at the Main Menu. The sound of an explosion will confirm correct code entry. Select any ship, begin the game, then quit. The Wraith ship and Sector 8 will be available to play.
ALTERNATE PLANETS
Press ↓, ↑, L1, →, L1, ↑, →, SELECT, →, R2, L1, L2 at the main menu. Faces of the development team will appear in the place of the planets in the first four levels. The next four levels will have other objects replacing the planets. Note: This code may not be enabled with the "All ships powered up" or "Wraith ship" code.
BONUS LEVELS
Press L1, ←, L2, ↓, SELECT, ←, ↓, R2, R2, R2, SELECT, ↑ at the Main Menu. Four bonus missions that feature World War II aircraft and other hidden targets will be accessible. Note: This code may not be enabled with the "All ships powered up" or "Wraith ship" code.

BLOODY ROAR

BIG HEAD MODE
Select Normal Mode. Highlight a fighter on the Character Selection screen. Then hold L2 and press ⊗.
BIG HEAD WITH ALTERNATE COSTUME
Select Normal Mode. Highlight a fighter on the character selection screen. Hold L2 and press ◎.
SMALL FIGHTER
Highlight a fighter on the Character Selection screen. Then hold R2 and press ⊗.
SMALL FIGHTER WITH ALTERNATE COSTUME
Highlight a fighter on the Character Selection screen. Then hold R2 and press ◎.
LARGE ARMS
Hold L1 + L2 and select a character. Alternatively, simply complete the game on level four or higher without having to use any continues.

BOMBERMAN WORLD

ALTERNATE BLOCK LOCATIONS
Enter 56565656, 16161616 or

49894989 as a password for the beginner, normal and hard difficulty settings in the game's Battle Mode.

FULL POWER Password	Level
46224622	1
10191019	11
12221222	21
26572657	31
38793879	41

SHOW TIME Password	Level
3G59E326	10
3D5D49C4	20
8D5A4B26	30
8D5A4BCE	40

BUSHIDO BLADE

HIDDEN BOSS AND ENDING
Complete Story Mode without getting hit to fight each character's secret boss. Note: This includes not using any continues and following the code of Bushido.

FIGHT AS KATZE
Beat all 100 opponents in slash mode without getting killed.

BUST-A-GROOVE DANCE PREVIEW
Complete the game with on 'easy'.

PLAY AS CAPOEIRA
Complete game with normal difficulty level.

PLAY AS ROBO-Z
Complete the game with the normal difficulty level after Capoeira has been unlocked.

PLAY AS BURGER DOG
Complete the game as Hamm with the normal difficulty level after Robo-Z has been unlocked.

PLAY AS COLUMBO
Complete the game as Shorty with the normal difficulty level after Robo-Z has been unlocked.

ALTERNATE COSTUMES
Highlight a character and then hold SELECT and press ⊗.

LEVEL SKIP
Complete the game once with any character. Begin the game in single player mode and press L2 + SELECT when a song begins to jump to the next level.

BUST-A-MOVE 3

ANOTHER WORLD
Press ◎, ←, →, ◎ at the title screen. An ant will appear in the lower left-hand corner of the screen to confirm that you have the correct code entry.

BUST-A-MOVE 4

EXTRA CHARACTERS
At the main screen press →, →, △, ←, ←.

TAROT OPTION
At the title screen press ↑, △, ↓, △, ↑. Go into the options screen, and you should see a new option called Tarot Reading (Love).

TALK DEMO
At the title screen press ▣, ↑, ←, ↓, →, ↑, ▣, ↓, ←, ↑, →, ↓, ▣. Then go into the options screen, and see the Talk Demo under Tarot option.

ANOTHER WORLD
At the title screen press △, ←, →, ←, △.

C IS FOR...

COLONY WARS: VENGEANCE

CHEAT CODES
Enter the following codes on the password screen. Remember that all codes are case sensitive.

Blizzard – Enable all codes
Stormlord – Disable all codes
Vampire – Invincibility
Tornado – Have all weapons
Dark*Angel – No Overheating
Chimera – Infinite number of secondary weapons
Avalanche – Infinite afterburner usage available
Hydra – Have lots of tokens
Thunderchild – All ships available
Demon – Mission and Ending select

COMMAND AND CONQUER

VIEW ENTIRE MAP
Hold R1 + R2 + L1 + L2 + ◎ + ▣ while the game loads. Keep the buttons pressed until the mission briefing begins. The entire battlefield will be displayed. An alternate method to activate this mode is to pause the game and press ◎, ◎, ◎, ↑, ◎, ▣, R1, ◎, ◎, ◎.

INSTANT ION CANNON
Pause the game and press:
→, ↓, ←, ←, ↓, →, →, ↓, ←, ⊗, ▣, △.

INSTANT AIR STRIKE
Pause the game and press:
→, ↓, ←, ←, ↓, →, ←, ↓, ←, ⊗, ▣, ◎.

INSTANT NUCLEAR STRIKE
Pause and press:
→, ↓, ←, ←, ↓, →, →, ↓, ←, ⊗, ↑, ⊗.

UNLIMITED MONEY
Pause the game and press →, ↓, ↓, ←, L1, ←, →, ↓, ← for an additional 5000 credits. Repeat this code as needed for unlimited money.

BONUS LEVEL
Enter PATSUX as a password on the GDI disc. A bonus level with $10,000, extra Tiberium, and 12 commandos will begin.

COVERT OPERATIONS MISSIONS
Enter COVERTOPS as a password. This password may be enabled on either disc and will give you with different results.

JAPANESE NARRATION
Enter GODZILLA as a password.

VIEW FMV SEQUENCES
To view these, enter CINEMA as a password, then wait until the FMV sequences appear.

VIEW CREDITS
Enter JC as a password

GDI MISSIONS

MissMission	Password
2	45P55BEN4
3	GCSA7DA419
4	C9ROF2AD0
5	OXL3NYNNO
6	506262HHJ
7	GTJ2NBE51
8	RZ6MTG54Y
9	C99X345PC
10	EAYHKOSNI
11	45P5Q0XAO
12	MWLJPU955
13	SZMYPPPOF8
14	GTJ2PV460
15	457ED7G0U

NOD MISSIONS

Mission	Password
2	C99FAXKW8
3	RZNLQZ3NL
4	W1954XWLF
5	W15DASRS8
6	8PH1MR53W
7	GTJKWOJDK
8	KK424K3D
9	874LCPUT4
10	A8SHPAHXW
11	OX3UKOP94
12	QGDUMSK2J
13	SZP09VDSB

COMMAND AND CONQUER: RED ALERT

CHEAT MODE
Click on the "Teams" button menu with ◎, or the right Mouse Button. Then, move the pointer over the following icons on the tool bar and press ◎ or the right Mouse Button on each.

Instant Victory
⊗, ▣, ▣, ◎, △, ◎
Instant A-Bomb
◎, ⊗, ◎, △, ▣, △
Parabomb
▣, ⊗, ◎, ◎, ⊗, △
Instant $1000
▣, ▣, ◎, ⊗, △, ◎
Convert Ore To Civilians
⊗, ◎, △, △, ◎, ⊗
Change Ore Or Crystals To Gold
▣, ◎, ▣, ⊗, ◎, ◎
Instant Chronoshift
△, ◎, ◎, ▣, ▣, ⊗
Reveal Map
▣, △, ◎, ⊗, △, ▣

SOVIET PASSWORDS

Level	Password
1	17DUXFJ6C
2	VMBWOQ284
3	XN37MCCSO
4	LH06FZZQL
5	BUVV20LFF
6	AVYQ10YA8
7	LZRJTMQAN
8	YQX4C9GFH
9	1QESO8LEO
10	RKPOUOXJA
11	CDLKYL7Q4
12	8T5GGDK25
13	X5CDEOKN8

ALLIED PASSWORDS

Level	Passwords
1	LZ9SE4HPN
2	FG0WEU90O
3	EC5NAHTU
4	9BFVYZAZ8
5	P4XS4CZVC
6	FMNAE6U08
7	7XIQW4KQI
8	WPLAGLJ2G
9	4TNT8RJ21
10	FZ0ZY7ZQA
11	X9FJZVJZI
12	5RNHTXLRY
13	J7VEWVT09
14	OLHDAPYHL
15	17LE3FDV

COMMAND AND CONQUER: RETALIATION

GIANT ANT MISSIONS
Complete the game once. Now go to England to access the missions.

CHEAT MODE
Click on the "Teams" button menu with ◎, or the right Mouse Button. Then, move the pointer over the following icons on the tool bar and press ◎ or the right Mouse Button on each.

Instant Iron Curtain
▣, ⊗, ◎, ⊗, △, △
Reveal Map
△, △, ⊗, ◎, △, ▣
Instant Parabomb
⊗, ⊗, ⊗, ◎, △, ▣
Instant Chronoshift
▣, ◎, △, ⊗, ◎, ◎
Ore Turns To People
▣, ⊗, ▣, ⊗, ▣ ⊗
Instant $1000
⊗, ⊗, ▣, ◎, ◎, ◎
Instant Win
◎, ◎, △, ⊗, ⊗, ▣
Instant Defeat
◎, ⊗, ◎, ▣, ▣, ⊗
Instant A-Bomb
◎, ⊗, ◎, ◎, ⊗, ▣
Named Civilians
▣, ▣, ◎, ◎, △, △

COOL BOARDERS 3

ALL TRACKS
Select tournament mode and enter WONITALL as a name. The word "Cheater" will be spoken to confirm correct code entry.

ALL BOARDERS
Select tournament mode and enter OPEN_EM as a name. Note "_" indicates a space. The word "Cheater" will be spoken to confirm correct code entry.

BIG HEAD MODE
Select tournament mode and enter BIGHEADS as a name. The word "Cheater" will be spoken to confirm correct code entry. Press R2 to increase or L2 to decrease the head size of your boarder.

DISPLAY COORDINATES
Select tournament mode and enter SHOWPOS as a name. The word "Cheater" will be spoken to confirm correct code entry. Your character's position will be displayed in the lower left corner of the screen.

VIEW GAME PROGRAMMING DATE
Press L1 + L2 + R1 + R2 at the menu with one player/multi-player split screen options. The game's completion date will now be displayed in the lower right hand corner of the screen.

CONTROL CAMERA
Press SELECT during the game for multiple close-up views.

CONTROL REPLAY CAMERA
Hold ← during a replay to switch to slow motion or hold ↓ to pause.

ELIMINATE FALLING SNOW
Select a run (and finish it as well if you want), now quit, then repeatedly press the ⊗ button. Resume with no falling snow and a further view.

CRASH BANDICOOT 3: WARPED

SPYRO THE DRAGON DEMO
Press ↑, ↑, ↓, ↓, ←, →, ←, →, ▣ at the title screen.

LEVEL 31 – HOT COCO
Go to Level 14 and ride about half way through the level to find an alien crossing sign on the left hand side. Run into the sign to be transported to level 31.

LEVEL 32 – EGGIPUS REX
Go to Level 14 and take the yellow gem ride. Continue until reaching the area where the huge dinosaur chases Crash. Allow the second pterodactyl to capture Crash to reach level 32.

105 PER CENT COMPLETION
Collect all relics and gems, including those from the Hot Coco and Eggipus Rex bonus levels. The relics that are collected must be at least gold or platinum. Then approach Crash's sister, next to the save spot, to find another clear gem. Take the gem to view a rather nice fireworks display and finish with a pretty darn impressive 105 per cent completion status.

INSTANT UKA UKA
Press △ + ◎ + ⊗ + ▣. Note: This may only be done once per life.

HINT: FIVE LIVES LOCATION
Begin the game on level 14 and then take the yellow gem ride. Go all the way to the end of this ride, and use a double jump over the yellow gem. Then, use a double jump to cross over the steel wall to find yourself five hidden lives.

CRASH TEAM RACING

These cheats must all be entered on the main menu. Simply hold down L1 + R1 and input the desired code for the corresponding cheat.

HIDDEN CHARACTERS

Penta Penguin
↓, →, △, ↓, ←, △, ↑
Ripper Roo
→, ◎, ◎, ↓, ↑, ↓, →
N Tropy
↓, ←, →, ↑, ↓, →, →
Papu Papu
←, △, →, ↓, →, ◎, ←, ←, ↓
Komodo Joe
↓, ◎, ←, ←, △, →, ↓
Pinstripe
←, →, △, ↓, →, ↓

POWER-UPS

Always Invisible
↓, ←, →, ↑, ↓, →
Invisibility
↑, ↑, ↓, →, →, ↑
Infinite Bombs
△, →, ↓, →, ↑, △, ←
Wumpa Fruit
↓, →, →, ↓, ↓

MISCELLANEOUS

Extra Tracks
→, →, ←, △, →, ↓, ↓
Super Turbo Pads
△, →, →, ◎, ←
View Turbo Counter
△, ↓, ↓, ◎, ↑
Scrapbook
↑, ↑, ↓, →, →, ←, →, △, →
Unlimited Masks
←, △, →, ←, ◎, →, ↓, ↓

CROC 2

To activate the Cheat Menu hold down L1 and press △, ←, ←, →, ▣, ↑, ↑, ← and ◎. When you're playing the game press L2 and R2 together to open up the Cheat Menu.

INFINITE CRYSTALS
At the title screen hold L1 and press ▣, ▣, ◎, ↓, ←, →, ←, →. Then, while playing the game, hold and press ▣ to add one hundred crystals to your inventory. Repeat this to add an unlimited amount.

INFINITE LIVES
At the title screen hold L1 and press ◎, ↓, ←, ↑, →, △, ↓.

D IS FOR...

DARK FORCES

CHEAT MENU
Press ←, ◎, ⊗, →, ◎, ⊗, ↓, ◎, ⊗ during the game. A cheats menu will appear with the following options:

Invincible: No damage.
Coords: Displays current position.
Supermap: Display full map of current level.
Maxout: All weapons and ammunition.
Pogo: Higher jump to reach previously inaccessible locations.
Ponder: Turn AI off.
Gamewon: Jump to next level.

To use the level skip feature, enable

HARD RIGHT

COLIN MCRAE RALLY

GET AHEAD IN THE GAME THAT STARTED IT ALL...

CHEAT CODES
Enter one of the following when asked to enter your name:

Peasouper	Adds fog to all stages
Buttonbash	Power accelerator
Heliumnick	Co-driver has a squeaky voice
Directorcut	Allows you to play with replay
Kitcar	Gives a turbo boost (press SELECT when the green bar is full).
Moreoomph	Double engine power
Forklift	Rear wheel steer
Trolley	Allows you to drive with four-wheel steering
Blancmange	Green Jelly Car
Nightrider	Night Driving

BAGS OF FUN

DEAD OR ALIVE

GET TO GRIPS WITH ALL THE BABES AND EXTRA CHARACTERS RIGHT HERE...

FIGHT AS RAIDOU
Unlock all costumes for all characters. Select costume 14 (for female characters) or 5 (for male characters) and complete the game under the normal difficulty level and default settings.

FIGHT AS AYANE
Complete the game using the Raidou under the normal difficulty level and default settings.

REPLAY END OF ROUND
Hold □ + ○ and press △ after a round ends but before the victory pose begins. Then continue to hold □ + ○ and press △ to replay end of round.

the "Gamewon" option on the cheat menu. Resume playing and pause the game to access a new option to jump to the next level.
LEVEL SELECT
Enter P3NDLDQNY2 as a password to access all previous levels.

DAVE MIRRA FREESTYLE BMX

SECRET CHARACTERS
Complete the game with any rider to unlock the character Slim Jim and a bonus bike.
EXTRA POINTS
Use the secret bike and perform a Double Peg Stall anywhere in any level. The longer the balance the more points you'll collect. Or try bunny-hopping your way to extra points. When the round ends, pedal to the level and perform a bunny-hop with ↑ and ✕ or ↓ and ✕. Keep doing this and you will keep scoring even though the clock has stopped.

DESCENT

ALL LEVEL KEYS
Pause then press □, ✕, ○, △, ✕, △, △, ✕, △,✕, △, ✕.
ALL WEAPONS, 10 LIVES AND LEVEL SELECT
△, ✕, □, □, △, ○, ○, □, △, □, ○, ✕.
BRIGHTER SCREEN
□, △, ○, □, □, ✕, ○, △, □, ○, ✕, △.
CLOAKING DEVICE
△, □, ✕, ○, □, ✕, ○, △, ✕, □, ✕, △.
INVULNERABILITY
□, △, ○, □, □, △, ○, ○, □, △, □, ✕.
MEGA WEAPONS
△, □, ○, ✕, △, □, ✕, △, □, ✕, ○, ←.
RESTORE SHIELDS
△, △, ✕, □, △, ○, △, ✕, □, ✕,△, ✕.
STRANGE COLOURS
□, △, ○, □, □, △, ○, ○, □, △, □, ✕, △, ✕, □, △.
TURBO SPEED
□, △, ○, □, ○, ✕, □, ✕, ○, △, □, ✕.

DESTRUCTION DERBY

MONASTERY RUINS BONUS TRACK
Enter REFLECT! as a name in a Wreckin' Race-Championship. When the main menu returns change the race to Wreckin' Race-Practice. Monastery Ruins can now be selected as a course. This track is normally rewarded for finishing first in the season.
NO DAMAGE
Enter !DAMAGE! as a name.
CHOOSE NUMBER OF COMPETITORS
Enter NPLAYERS as your name. From the main menu, go to the track select screen. After a track is selected, you will be able to choose the number of competitors.
SMOKING OPPONENTS
Enter DERBYMAN as your name.
MONKEY SECRET
Choose Destruction Derby-Championship and enter MONKEY as your name. Start the game and perform five 360s. A monkey will begin running around the track. Hitting the monkey is worth a large amount of points.
VIEW REFLECTIONS STAFF
Hold down L1 + ← + ○ at the piracy screen.
RIDGE RACER TYPE TRACK
Start two-player mode. Enter RIDGE as a player one and RACER as a player two.
EASY FOUR POINTS
Hold Accelerate + → for a few seconds at the beginning of a race.
TIME CHEAT
Select Total Destruction from the main menu. As soon as the game starts, pause and exit. If you had 0 seconds on the clock, your name will appear on the scoreboard with 566.?? seconds.

DESTRUCTION DERBY 2

ALL TRACKS
Enter MACSrPOO as your name. Start a new practice race to immediately access the new tracks.
ANIMATED CREDITS
Enter CREDITZ! as your name. Animated credits of the main programmers will appear.
FMV CREDIT SEQUENCE
Enter ToNyPaRk as your name. A video of the credits with a background FMV will appear.

DESTRUCTION DERBY RAW
To make your motor impervious to damage in Wreckin Racin Mode, enter INVINCIBLE! as your name – the other cars will just bounce off you.

DIE HARD TRILOGY 2: VIVA LAS VEGAS

ALL WEAPONS
Pause during the game and then press the following: □, □, ○, ○, L1, L1.
AUTOMATIC RE-LOAD IN SHOOT-'EM-UP MODE
Pause the game and press □, □, △, △, ○, ○.
BIG HEAD MODE
Pause the game and press R1, R1, L1, L1, △, △.
DISABLE LASER SIGHT
Pause the Game and press L1, L1, △, △, L1, L1, L1.
ELECTRIC MAN (IN ADVENTURE MODE)
Pause the game and press □, □, L1, L1, R1, R1.
FIRST PERSON VIEW IN ADVENTURE MODE
Pause the game and press ○, △, △, □.
INFINITE AMMO
Pause the game and press L1, L1, R1, R1, ○, ○.
INVINCIBILITY
Pause the game and press △, △, ○, ○, L1, L2.
POP TOP MODE
Pause the game and press □, □, ○, ○, R1, R1.
SKELETON MODE
Pause the game and press ○, □, △, △, □, ○,
SLOW ROCKETS
Pause the game and press L1, R1, R1, L1, △, □.
SNAKE CAR IN DRIVING MODE
Pause the game and press ○, □, R1, R1, ○, L1, ○.

DINO CRISIS 2

UNLOCK DINO COLISEUM
Beat the game once to to fight all dinosaurs found in pit fight.

CHARACTERS FOR CASH
Earn the following amount of money to buy each character for the Coliseum or Dino Duel.

Rick	100,000 Extinct Points
Gail	100,000 Extinct Points
Tank	120,000 Extinct Points
Oviraptor	150,000 Extinct Points
Velociraptor	150,000 Extinct Points
Inostrancevia	160,000 EPs
Allosaurus	180,000 EPs
Tyrannosaurus Rex	150,000 Extinct Points
Triceratops	200,000 Extinct Points
Compsagnathus	250,000 Extinct Points

UNLIMITED AMMO
Complete the game and collect all 11 Dino Files to reveal the EPS Platinum Card at the Save Screen. This will give you unlimited ammo next game.
UNLOCK TRICERATOPS AND COMPSAGNATHUS
Once you have purchased all the other dinos for Dino Duel and Dino Coliseum in Hard Mode you can unlock the Triceratops and Compsagnathus.

DISNEY'S DINOSAUR
Hold L1 + R1 and press ○, ↑, ✕, □, ↓, ←, →, □, to enable the Cheat Menu.

DISNEY'S HERCULES

PASSWORDS
To access any level, enter one of these at the password screen:
LEVEL PASSWORDS HERO'S GAUNTLET
Hydra, Medusa, Shield, Medusa
CENTAUR'S FOREST
Centaur, Herc's head, Minotaur, Archer
BIG OLIVE
Centaur, Shield, Hydra, Herc's Head
HYDRA CANYON
Shield, Helmet, Shield, Soldier
MEDUSA'S LAIR
Archer, Pegasus, Archer, Centaur
CYCLOPS ATTACK
Helmet, Pegasus, Herc's Head, Archer
TITAN FIGHT
Soldier, Shield, Shield, Lightning
HALLS OF ETERNAL TORMENT
Medusa, Soldier, Centaur, Pegasus
VORTEX OF SOULS
Soldier, Lightning, Soldier, Centaur
FULL MOTION VIDEOS
Pegasus, Soldier, Centaur, Soldier

DRIVER 2

SECRET AREAS
Parts of each city can be unlocked when you pull a certain lever or find a certain building. To reveal each item, complete the task on the right.

SECRET	HOW TO UNLOCK IT
CHICAGO	
Baseball Stadium	Ticket Office
HAVANA	
Mini	Garage
Army Base	Hidden Switch
VEGAS	
Custom Pick-up	Garage
Construction Site	Jump Into it
Invincibility	Drug Store
RIO	
Truck	Docks
Immunity	Police Station

DUKE NUKEM: LAND OF THE BABES

MASTER CODE
Press L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, ○(4), ✕(4), □(4), Select(4) at the cheats screen to unlock all codes.
LEVEL SELECT:
○, ✕, □(2), ✕, □, ○
ALL WEAPONS:
R2, ✕, L1, □, R1, ○, L2
UNLIMITED AMMUNITION:
L2, ○, R2, □, ○, L2, R1
DOUBLE DAMAGE:
□(3), ○(3), ✕
INVINCIBILITY:
L1, □, ○(2), □, L1, L2
TEMPORARY INVINCIBILITY:
Press L1(6), R2
INVISIBILITY:
Press □, ✕, ○, □, ✕, ○, □ at the cheats screen.
FULL ARMOUR:
Press L1(2), R1(2), ✕(2), ○(2) at the cheats screen.
FULL EGO:
Press R1(2), ○(2), L1(2), R2 at the cheats screen.
FIRST PERSON VIEW:
Press L2, R1, L1, R2, ○, ✕, □ at the cheats screen.
BIG HEAD DUKE:
Press □(2), ✕, ○(2), ✕, □ at the cheats screen.
SMALL HEAD DUKE:
Press □, ✕, ○(2), ✕, □(2) at the cheats screen.
BIG HEAD ENEMIES:
Press ✕(2), R1, ✕, L1, ✕ at the cheats screen.
SMALL HEAD ENEMIES:
Press ✕, L1, ✕, R1, ✕(2) at the cheats screen.
OUTTAKE FMV SEQUENCES:
Press L1, L2, R1, R2, □(2), ○(2) at the cheats screen.
WACKY FMV:
Press L1, L2, R1, R2, ○(2), □(2) at the cheats screen.
ENDING FMV SEQUENCE:
Press ○, R2, L1, □, L2, ✕ R2 at the cheats screen.

DUKE NUKEM: TIME TO KILL

LEVEL SELECT
Pause the game and press ↓ nine times, ↑, then exit the current game. Select the "Time To Kill" option at the bottom of the menu, press ← or → to select a level, then press ✕ to begin the game.
CHEAT CODES
For all these cheats, pause and input the code.
INVINCIBILITY
L2, R1, L1, R2, ↑, ↓, ↑, ↓, Select, Select.
INFINITE CONTINUES
←, →, ↑, ←, →, ↓, ←, →, L1, R1.
INVISIBILITY
L1, R1, L1, R1, L1, R1, L1, R1, L1, R1.
UNLIMITED AMMUNITION
←, →, ←, →, Select, ←, →, ←, →, Select.
ALL WEAPONS
L1, L2, ↑, L1, L2, ↓, R1, →, R2, ←.
POWERED-UP WEAPONS
R1, R2, L2, L1, R1, R2, L2, L1, Select, Select.
ALL ITEMS
R1, R1, R1, R1, R1, L2, L2, L2, L2, L2.
EXTRA DAMAGE
L2, R2, L2, R2, L2, R2, L2, R2, L2, R2.
BIG HEAD DUKE
R1 nine times, ↑
SMALL HEAD DUKE
R1 nine times, ↓
BIG HEAD OPPONENTS
R1 nine times, ←
SMALL HEAD OPPONENTS
R1 nine times, →
INTRODUCTION SEQUENCE
Select, ↑ nine times, Select, L1.
VICTORY SEQUENCE
Select, ↑ nine times, Select, L2.
KILT SEQUENCE
Select, ↑ nine times, Select, R2.
VIEW CREDITS
Select, ↑ nine times, Select, R1.
GAME COMPLETED
□, △, ○, ○, during the game.
ROGUE TRIP FMV SEQUENCE
Press L1 + L2 + R1 + R2 at the GT Interactive logo during the opening sequence.

DYNASTY WARRIORS

FIGHT AS ZHUGE LIANG
Finish the game with Guan Yu, Zhang Fei and Zhao Yun. Then press ← at the character selection screen.

FIGHT AS CAO CAO
Finish the game with all characters except Guan Yu, Zhang Fei, and Zhao Yun.

FIGHT AS LU BU
Finish the game with Zhuge Liang and Cao Cao.

FIGHT AS TOUKICHI
Enable Zhuge Liang, Cao Cao, and Lu Bu. Quickly press ↓, ↓, →, ↑, ○, △, R1 and then R2 at the title screen.

FIGHT AS NOBUNAGA
Enable Lu Bu. Quickly press □, ↑, △, ↓, ○ at the title screen. A sound will confirm correct code entry. Nobunaga is located to the right of Shun Shang Xiang. Choose this character by pressing L1 or R1 at the Character Select screen – Nobunga has basically the same attacks as Lu Bu.

FIGHT AS SUN SHANG XIANG
Quickly press ←, ←, ↑, ↓, △, □, L1, R1 on the one-player battle

screen. The sound of a sword will confirm correct code entry. Choose this character (a girl), by pressing L1 or L2 on the character select screen.

EVIL DEAD: HAIL TO THE KING
If you don't want your chainsaw to pack in halfway through a zombie, dap in ⊗ ⊗ ◎ ▣ ◎ ▣ △ at the main screen for unlimited fuel. Happy chopping everyone!

F IS FOR...

FELONY 11-79

ALTERNATE CAMERA VIEW
Hold Select and press △ in the game.
ALL VEHICLES AND TRACKS
Quickly press L2 + R1 + R2, R2, L2, R1 + △ on controller two at the main menu. The sound of an explosion will confirm correct entry.
ALL VEHICLES AND TRACKS (ALTERNATE)
Hold △ and quickly press R1 + L2 + R2, R2, L2, R1 on controller two at the game mode selection screen. The sound of an explosion will confirm correct code entry. Alternatively, use controller two at the game mode selection screen. Hold △, then hold L2 + R1 + R2. Release L2 + R1 + R2, then press R2, L2, R1 while still holding △.
SECRET VEHICLES
To access the hidden vehicles, accomplish the following tasks right now

360	Complete the Paris track with over $2.5 million. To accomplish this, use the DRM (Dodge Ram). Enter the subway and destroy both of the trains and some cars. Then, use the last phone on the map.
BUS	Complete the Seaside track
CIV	Complete the downtown track.
DAM	Complete Metro City track.
DBL	Complete the Paris track in under four minutes.
DTK	Complete the Paris track.
ELS	Complete the Seaside track with over $2.5 million. To accomplish this, select the Dump Truck as a vehicle. At the start of the track, reverse until two containers worth $100,000 each are hit, but ignore the rest to save time.
FD7	Complete the downtown track within four minutes.
FML	Complete the downtown track with no accumulated money and no damage.
GT1	Complete the Seaside track within four minutes.
GTK	Break the speed limit on the freeway section of the Seaside track by at least 53 mph.
GT5	Complete the Seaside track.
GTS	Complete the downtown track with over $1 million. Alternatively, Complete the Seaside track.
LIM	Complete the Paris track.
NSR	Complete downtown track.
PLC	Complete Seaside track with no accumulated money or damage.
PCS	Complete the downtown track within four minutes.
RCC	Destroy the shelves on the left wall at the shopping mall at the end of the Paris track before time runs out. To save some time, try picking up the RCC, then use one of the phones.
SIR	Complete the downtown track.
SSP	Exceed 144 mph at the speed checkpoint on the Seaside track.
TAC	Complete the Metro City track within four minutes.
TNK	Complete the Paris track with no accumulated money or damage.
VPR	Complete the downtown track with over $1 million. To accomplish this, select the 318 as a vehicle. Reverse back into the jewellery store when starting at the beginning of the track. Destroy the rest of the jewellery, worth $80,000 each.

FINAL FANTASY VII

BAHAMUT ZERO MATERIA
When in the Rocket with Cid, enter the combination ◎, ▣, ⊗, ⊗. Now go to Budenhagen at Cosmo Canyon, and examine the Blue Materia. Bahamut Zero will be yours.

FIGHTING FORCE

CHEAT MODE
Hold ← + ▣ + L1 + L2 + R1 + R2 at the Main Menu. The words "Cheat Mode" will appear at the bottom of the screen to confirm correct code entry. Enter the options screen to access invincibility and stage select options.
UNLIMITED LIVES
Pause the game and press →, ▣, △, ▣, △, ⊗.

FIFTH ELEMENT

CHEAT MODE
Press L1, L2, R2, R1, Select at the Main Menu. A sound will confirm correct code entry. Press ↑ to display a cheat menu with level selection, unlimited lives, weapon, item, and FMV sequence options available. For the PAL version, hold ◎ + △ + L2 at the Main Menu.

G IS FOR...

G POLICE: WEAPONS OF JUSTICE

LEVEL PASSWORDS
Use these on the password screen to get through to the later stages.

Level 2	OCTOPI
Level 3	BRAINS
Level 4	FINGER
Level 5	BANANA
Level 6	JUNGLE
Level 7	VOODOO
Level 8	SQUEAK
Level 9	DUNDEE
Level 10	TEAPOT
Level 11	BUTTER
Level 12	INDIGO
Level 13	STROUD
Level 14	ELIXIR
Level 15	LIQUID
Level 16	STAPLE
Level 17	SHIRTS
Level 18	APPLES
Level 19	GADGET
Level 20	TANUKI
Level 21	SALADS
Level 22	DUFFCO
Level 23	PHONES
Level 24	ASSERT
Level 25	OXYGEN
Level 26	JOYPAD
Level 27	ACTIVE
Level 28	MENACE
Level 29	WINDOW
Level 30	AGENDA

GEX 3: DEEP COVER GECKO

INVINCIBILITY
Pause the game, then hold L2 and press ↓, ↑, ←, ←, △, →, ↓.
GEX QUOTES
Pause the game, then hold L2 and press ↓, →, ←, ◎, ↑, →. Resume the game and press Select to force Gex to make a comment.
VAULT CODE NOTE
To enter the following vault screen passwords, play the hidden level and get all four vault collectables. Enter passwords at the vault screen.
Extra life – △, ◎, Star, ▣, ▣, ⊗.
Ten Lives – ▣, ⊗, ◎, ◎, △, ▣.
Invincibility – ▣, Star, △, ▣, △, Diamond.
Play as Alfred – ▣, ⊗, △, ▣, Star, Star.
Play as Cuz – ▣, Diamond, ▣, ▣, △, Diamond.
Play as Rex – ▣, Star, Star, ▣, △, △.
View FMV Sequence – ◎, △, ▣, Star, Diamond, Star.
View FMV Sequence 2 – Diamond, Star, ▣, ⊗, △, ◎.

OLD SKOOL

FEAR EFFECT 2: RETRO HELIX

DON'T GET SCARED – WE'VE GOT ALL YOU NEED RIGHT HERE...

RETRO HELIX
Once you've completed the game you can get your hands on these natty cheats. Start a new game and after waiting until the intro has finished, head over to the control panel on your left. Turn it on, then press △ Start L1 to access Cheat mode. Type in 11692 for every weapon, 61166 for unlimited ammo or 10397 for Big Head mode.

ART GALLERY
You can access an art gallery on each of the three discs. At the main menu on disc one, press ← → ↑ ↑ ↓ and ◎. Now chose "extra" from the options menu. On disc two, press ↑ ↑ R1 R1 R1 and ▣. On disc three, press L1 R2 L1 R2 L1 and ▣.

GHOST IN THE SHELL

ALL MISSION AND TRAINING FMV SEQUENCES
Quickly press R2, R1, ↑, ↓, ▣, ▣, R2, R2 at the Main Menu. A sound will confirm correct code entry.

GRAN TURISMO

HIGH RESOLUTION MODE
Earn an International A Licence, then enter the GT League and win all four cups, including the GT World Cup. Alternatively, successfully complete all arcade mode tracks under the hard difficulty level.
BONUS FMV SEQUENCE
Select arcade mode, obtain the bonus tracks, then finish in first place on all tracks with any car. This must be done in A, B, and C class mode under the normal or higher difficulty setting. A "Staff Video" option will now appear under "Bonus Items".

GRAND THEFT AUTO: LONDON

CHEAT CODES
Enter the code at the password screen. Enter it again to cancel it.
HAROLDHAND – All levels, all weapons, infinite ammo, a 'Get Out Of Jail Free' card, armour, 999999 points, 99 lives, 5x multiplier, no cops, and display coordinates.
GETCARTER – All levels, all weapons, infinite ammunition, 'Get Out Of Jail Free' card, armour, 99 lives, 5x multiplier, maximum wanted level, display coordinates.
FREEMANS – All levels, all weapons, infinite ammo, 'Get Out Of Jail Free' card, armour, 5x multiplier.
DONTMESS – All weapons, infinite ammo, 'Get Out Of Jail Free' card, armour.
TOOLEDUP – Same as above.
SORTED – All levels, weapons, infinite ammo, 'Get Out Of Jail Free' card, armour.
RAZZLE – All levels.
READERWIFE – Same as above.
MAYFAIR – London levels 1–2.
PENTHOUSE – London levels 1–3.
MCVICAR – 99 Lives.
BIGBEN – 9,999,990 points.
SIDEBURN – 5x multiplier.
OLDBILL – Max wanted level.
GRASS – No cops.
SWEENEY – Display coordinates.

GRAND THEFT AUTO 2

CHANGE THE RADIO STATION
To change the radio station press ↑ + Select.
CHEAT CODES
To activate a cheat, enter its corresponding code (without spaces) as a player name.
1,000,000 Points – BIG SCORE
500,000 Dollars – MUCH CASH
5x Multiplier – HIGH FIVE
All Weapons and Ammo – NAVARONE
Debug Mode – NO FRILLS
Disable Law Enforcement – LOSE FEDS
Display Coordinates – WUGGLES
Level Select – ITS ALL UP
Maximum 'Wanted' Level – DESIRES
Unlimited Energy – LIVE LONG
FREE MONEY
Steal a taxi and pick up people, they pay you about $5 per second. Be patient they don't always get in. They pay you until you drive recklessly or if you are being chased by cops.
GRIND SESSION
Unlock all tricks: Select the tournament mode, pause the game and press ↓, ←, ↑, →, ↓, ←, ↑, →

H IS FOR...

HEART OF DARKNESS

CHEAT MODE
Hold L1 + L2 + R1 + R2 on controller two and then turn on the PlayStation. Keep the buttons pressed and enter the options screen from the main menu with controller one. Then, choose the "Load Game" option from the "Treehouse" screen to select any level or FMV sequence.

HOGS OF WAR

For these cheats, go to the "Name your team" screen and type in the following names:
FMV Scenes – PRYING PIGS
Team Lard – MARDY PIGS
Cool FMV Scene – WATTA PORK

I IS FOR...

INTERNATIONAL TRACK & FIELD

BIKINIS IN FREE STYLE SWIMMING
Highlight "100m Free Style" at the game select screen and press ↑, ↑, ↓, ↓, ←, →, ←, →, ◎, ⊗. As a result the swimmers will now wear bikinis during the free style event.
HIDDEN GAUGES
Choose the start option from the title screen. Enter any event and pause the game. Hold L1 + L2 + R1 + R2 + ▣ + ⊗ + △ + ◎. Keep these buttons held and repeatedly press ↑ or ↓ to move the gauges off the screen.
SPACE SHUTTLE
In the Pole Vault, clear the qualifying height of 4.5 meters on the first attempt. On the second attempt, set the pole to 5.0 meters and clear it. A shuttle will fly by when the pole is set again.
TYRANNOSAURUS REX
In the Shot Putt, get a distance composed of all the same digits, such as "11.11" or "55.55". A Tyrannosaurus Rex will appear behind the crowd in the stadium.
U.F.O.
In the Javelin, tap ▣ or ◎ button once and to begin jogging towards the foul line. When the angle meter appears, press and hold ⊗ to get it over 60 degrees. When the meter rises, begin pressing the ▣ or ◎ button rapidly. Make sure you are running at a high speed and release the javelin before the foul line. The javelin must be thrown with the maximum power at an angle of more than 60 degrees. A U.F.O will fall into the stadium with the javelin protruding from it.
BIRDS
In the Discus, get a distance that matches in meters and centimetres, such as "55.55" or "23.23". A flock of birds will appear above the stadium.
MOLE
In the Triple Jump or Long Jump, match the last three numbers of your distance, such as "13.33" or "19.99". A mole will appear from the location of your jump.
BALLOON
In the Hammer Throw, distance that matches in meters and centimetres, such as "1.01", "21.21", or "35.35". A balloon will appear from the crowd
BLIMP
In the High Jump, qualify in the first attempt. On the second attempt, adjust the bar more than 40cm and clear it. During the third jump, a blimp will appear.

THE ITALIAN JOB

UNLOCK EVERYTHING
At the main menu, highlight The Italian Job and enter the following code – △ △ ◎ △ ◎ △ ▣ △ ▣ △.
'Loading' should now appear on screen if the cheat has worked.
SECRET MISSION
To access the secret mission, drive to the roundabout in Turin and take the first right, then proceed along until you reach the parking lot. Once there, hit all the cones and you'll get a new job offer. Easy as that!

J IS FOR...

JACKIE CHAN'S STUNT MASTER

ALL LEVELS
On the Press Start screen press L2, ▣, ◎, ⊗, R2, R2.
BONUS MOVIE
To access the bonus movie press ←, →, R1, ▣, △, △. Press ⊗ to watch the movie.

PSONE A TO Z

THE DEFINITIVE CHEATS LIST

JERSEY DEVIL

UNLIMITED LIVES

Collect the bonus life at the top of the fountain at the start of the game. Press START to pause the game and display the status screen. Resume the game and collect the same bonus life, which will re-appear. Repeat this procedure to collect an unlimited number of lives.

K IS FOR...

KLONOA: DOOR TO PHANOTMILE

BALUE'S TOWER (EXTRA VISION) BONUS LEVEL.

Save all 72 Phantomilians.

MUSIC TEST

Complete the Balue's Tower bonus game. A music test option will appear on the level selection screen.

CONTROL TITLE SCREEN

Press L2 and R2 at the title screen to blow the leaves off the screen.

LEVEL SELECT

Complete the game, then return to the title screen. Select the "Continue" option, then select "Vision Clear".

KRAZY IVAN LEVEL SELECT

Highlight Russia and press → at the level select screen with the globe. Hold ⊗ + ↙ before the Jap mission details appear. The globe will begin to bounce through the levels. Release the buttons when a specific level is displayed to play that stage.

TRUE ENDING

As the shield generator is blown up on the final level (Japan), walk into the centre of the explosion to find a hidden level and the true ending of the game. Smart!

KNOCKOUT KINGS 2001

NOLAN – Owen Nolan
FRANCIS – Steve Francis
BABY – baby
BULLDOG – bulldog
CLOWN – clown
EYE – cyclops
GORE – gorilla

L IS FOR...

LMA MANAGER

To open the cheats enter the code as a player name. A cheering crowd will sound.

£500,000,000
KING MIDAS
ANY PLAYER WILL JOIN THE CLUB
NORTH AND SOUTH
BUILD STADIUM FASTER
UICK DRY CEMENT
HIGH RATING (95% – 98%)
THE BEST
QUICKER HEALING
WITCH DOCTOR
RAINY WEATHER
WET WET WET
SUNNY WEATHER
DRY DRY DRY
THE SUBSEQUENT GAME IS PLANNED
BACKSEAT MANAGER
WIN ALL GAMES
IVOR INVINCIBLE

KAIN AND ABLE

LEGACY OF KAIN SOUL REAVER

CHEATS TO MAKE YOU VERY HAPPY INDEED...

AERIAL REAVER

Pause the game during play, and hold L1 or R1, and press ⊗, →, ↑, ↑, △, ←, ←, →, ↑.

ALL ABILITIES

Pause the game, hold L1 or R1, and press ↑, ↑, ↓, →, →, ←, ◎, →, ←, ↓.

CONSTRICT

Pause the game, hold L1 or R1, and press ↓, ↑, →, →, ◎, ↑, ↑, ↓.

FIRE GLYPH

Pause the game, hold L1 or R1, and press ↑, ↑, →, ↑, △, L2, →.

FIRE REAVER

Pause the game, hold L1 or R1 and press ↓, ↑, →, ↑, ↓, ←, ◎, →, ↓.

FORCE GLYPH

Pause the game, hold L1 or R1, and press ↓, ←, △, ↓, ↑

FORCE PROJECTILE

Pause the game, hold L1 or R1, and press ←, →, ◎, ←, →, ←.

HURT RAZIEL

Pause the game, hold L1 or R1, and press ←, ◎, ↑, ↑, ↓.

KAIN REAVER

Pause the game, hold L1 or R1, and press ⊗, ◎, →, △, ←, ←, →, ↑.

MAKE FIRE REAVER

Pause the game, hold L1 or R1, and press △, →, ↓, ◎, ↑.

MAXIMUM HEALTH UPGRADE

Pause the game, hold L1 or R1, and press →, ◎, ↓, ↑, ↓, ↑.

MAXIMUM MAGIC UPGRADE

Pause the game, hold L1 or R1, and press △, →, ↓, →, ↑, △, ←.

OPEN WARP GATES

Pause the game, hold L1 or R1, and press ↑, ↑, ↓, →, →, ←, ◎, →, ←, ↓.

PHASE

Pause, hold L1 or R1, and press ↓, ◎, ◎, ←, →, △, ↑.

RESTORE HEALTH

Pause the game, hold L1 or R1, and press ↓, ◎, ↑, ←, ↑, ←.

RESTORE MAGIC

Pause the game, hold L1 or R1, and press →, →, ←, △, →, ↓.

SOUL REAVER

Pause the game, hold L1 or R1, and press ↓, △, L2, →, →, ↓, ↓, ←, △, ↓, →.

SOUND GLYPH

Pause the game, hold L1 or R1, and press →, →, ↓, ◎, ↑, ↑, ↓.

STONE GLYPH

Pause the game, hold L1 or R1, and press ↓, ◎, ↑, ←, ↓, →, →.

SUNLIGHT GLYPH

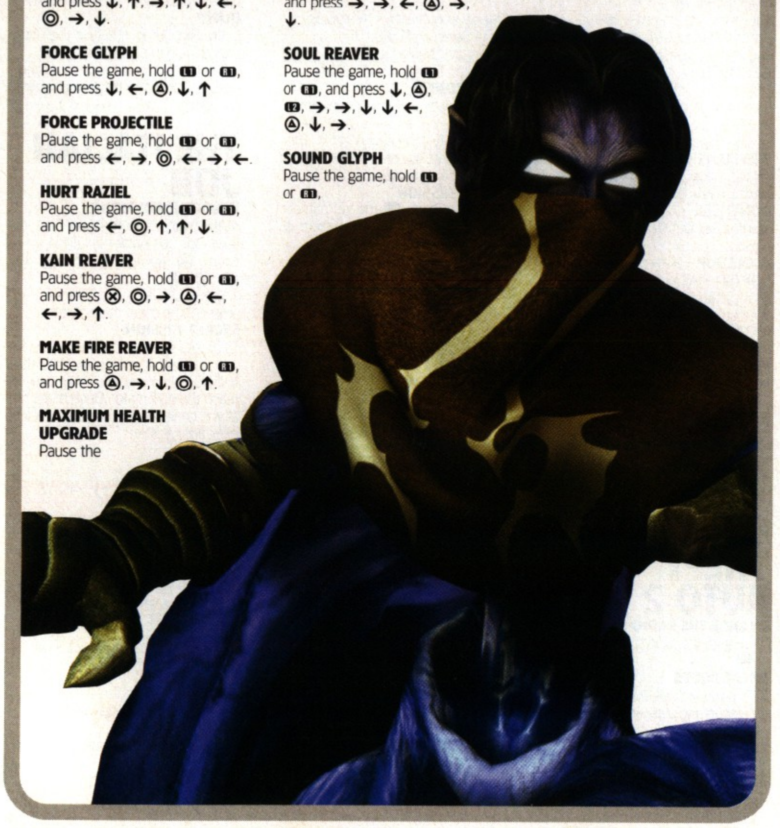
Pause the game, hold L1 or R1, and press ←, ◎, ←, →, →, ↑, ↑, ←.

UPGRADE HEALTH TO NEXT LEVEL

Pause the game, hold L1 or R1, and press →, ⊗, ←, △, ↑, ↓.

WALL CLIMB

Pause game, hold L1 or R1, and press △, ↓, L2, →, ↑, ↓.



LOST WORLD

LEVEL SELECT, VIEW FMV SEQUENCES

Enter □, ⊗, ◎, △, △, ⊗, □, ◎, △, ◎, ⊗, □ as a password three times. Note: Ignore the invalid password response between entries. Select the blank position at the bottom of the "Movies" menu to view all FMV sequences.

FREE MOVEMENT

Begin the game on the Human Prey or Hunter levels. Hold L1 + ↑, then press ⊗ + □. Your character may now move freely through out the level and have a rapid fire weapon. Note: Your character will also be invincible while shooting.

M IS FOR...

MARVEL SUPER HEROES

FIGHT AS DR DOOM

Complete and save the game under the default settings. Turn off the "Shortcuts" option. Enter the character selection screen. Press ↓, then press ↓ again and hold the button. Quickly press ⊗, ◎, R1 in that order, holding each button down as the next button is pressed. At this point, ↓ + ⊗ + ◎ + R1 should be held on the controller. The words "Captain America" will be spoken, but Dr. Doom's face and name will appear.

FIGHT AS THANOS

Complete and save the game under the default settings. Turn off the "Shortcuts" option. Enter the character selection screen. Press ↑, then press ↑ again and hold the button. Quickly press L1, △, □ in that order, holding each button down as the next button is pressed. At this point, ↑ + L1 + △ + □ should be held on the controller. The words "Spider-Man" will sound, but Thanos' face and name will appear.

DISABLE VS MODE POWER GEMS

Press SELECT on controllers one and two before the match begins. The phrase "No Gems" will appear to confirm correct code entry.

CONTINUE FIGHTING

Hold SELECT after the last round of the match ends to continue hitting your opponent.

ALTERNATE COSTUMES

Turn off the "Shortcuts" option. Hold ↑ (if your character is in the upper row) or ↓ (if your character is in the lower row) for approximately three seconds and press any button at the character selection screen.

THROW PUMPKINS

Use a Reality Gem, then press SELECT.

MARVEL SUPER HEROES VS STREET FIGHTER

To get these hidden characters, highlight the second character, hold SELECT, and press any button.

Evil Sakura	Hulk
Mech Zangief	Blackheart
Mephisto	Omega Red
Shadow	Dhalsimun
US Agent	Bison

MAT HOFFMAN PRO BMX

Pause the game and hold L1 while you stick in each cheat.

FREE TIME
□ ↑ ◎ ⊗
TIMES TEN SCORE
□ ◎ ◎ ↑ ↓ ↓
INFINITE BALANCE
□ ← ↑ →
INFINITE SPECIAL
← ↓ △ ◎ ↑ ← △ □
SMALLER SCORES
↑ ↓ ↑ ◎ ◎ □
BIG WHEELS
↓ ◎ ◎ ↓
GRIND METER
← ◎ □ △ □ ◎ ⊗

UNLOCK GRANDMA

Retry any Career Mode level ten times without letting the timer run out. On the tenth try the game will tell you that "you ride like grandma" and you can play as the old dear.

UNLOCK TONY HAWK

Beat the game with any rider with 30 covers and two gold medals to unlock Tony Hawk on a bike!

UNLOCK WAREHOUSE FROM TONY HAWK'S

Pull off a combo for 200,000 points without cheating!

UNLOCK BURNSIDE FROM TONY HAWK'S

Beat the game with all eight riders with all the covers and gold medals.

MDK

BONUS ARENA

In World 1 Arena 1, after you have blown up the atomic door with the "world's smallest atomic device", turn around and go back to the original cave you started the game in. You will find a shimmering pink ball. Step into the ball. You will appear in a new arena. Shoot all the Grunts in this arena. A tornado (useful for killing everything in an arena) and health bites will float down. Pick up these goodies and then step back into the ball. You will arrive back into the original cave and continue on to Arena 2.

GOD MODE

While playing, pause the game and press ↓, L1, ↑, □, START, START, ◎, △, △, ◎,→, ↑, ←, L1, □. Unpause the game to enable the code.

LEVEL SELECT

At the title screen press ←, ◎, △, ↑, □.

CHEATS CODES

Before you can enter the following cheats, you must first pause the game and press ↓, R1, ↑, □.

Bones Airstrike
, ↑, ◎, ↓, ↑, ↓, R1.
Cow Drop
↑, ↓, ↓, R1, →.
Dummy Decoy
⊗, R1, →, ◎, ⊗, ↑, □.
Invincibility
◎, △, △, ◎, →, ↑, ←, R1, □.
Mortar
←, R1, △, □, →, ◎, ←, ←.
Nuke
↓, ↑, □, △, ↓, ◎, ◎, →.
Sniper Grenade
↑, □, R1, ←, ◎, △, □.
Super Chain Gun
←, R1, ↓, □, △, ↑, ↓ .
Super Speed
→, ◎, △,◎, ⊗.
(During gameplay hold R2 for Super Speed.)
Thumper
↓, ↑, →, →, △, ↑, →, ↓.
Tornado
↓, R1, □, △, →, ↑, ⊗.
The Worlds Most Interesting Bomb
Press ↓, →, ◎, ◎, ←, ←, ↑, □, △.

MEDIEVIL II

ULTIMATE CHEAT MENU

Pause the game, hold p and press the following buttons in this order: △, ◎, △, ◎, ◎, △, ←, ◎, ↑, ↓, →, ◎, ←, ←, △, →, ◎, ←, ←, △, ◎, ↓, ◎, ◎, →.

METAL GEAR SOLID

STEALTH SUIT

Successfully complete the game under the easy level after submitting during the torture by pressing SELECT. Otacon will give your character the stealth gear after being saved. Allow credits to complete, then save the game. Load saved game to begin with the Stealth Suit.

BANDANA

Successfully complete the game without submitting to the torture. Your character will save Meryl and receive the bandana. When equipped, the bandana will allow unlimited ammo on any weapon.

MICRO MACHINES V3

Enter the following codes as your player name. You can enter as many names as you like:

Nine Lives in Single-player Mode – CATLIVES
Three Lives in Multi-player Mode – 3LIVES
All Tracks in Multi-player Mode – GIMMEALL
Tanks on All Tracks in Multi-player Mode – TANKS4ME
No Tank Weapons in Multi-player Mode – NOTANKS
Snow During Trophy Win – WINTERY

For the following codes pause the game and enter the commands:

TRANSFORM CAR TO ANY OBJECT
↓, ↓, ↑, ↑, →, →, ←, ←.
FLOATING OBJECTS
□, △, □, □, △, □, □, △, ⊗.
DOUBLE SPEED
⊗, ◎, □, △, ⊗, ⊗, ⊗, ⊗.
SLOW CPU CARS
◎, △, □, ⊗, ◎, △, □, ⊗.
BEHIND CAR VIEW
←, →, □, ◎, ←, →, □, ◎.
BIG JUMPS
Press □, →, →, ↓, ↑, ↓, ←, ↓, ↓ during the game. A beep will confirm that you have the correct code entry. Enter the code again to disable it.

MORTAL KOMBAT 4

CHEAT MENU

Enter Kombat Kode 302 213 at the 2 Player Vs. screen. Exit and enter the options menu. At the options menu, highlight "Versus Screen Enabled" and hold Block + Run for ten seconds.

ALTERNATE COSTUMES

Press START and any button to rotate select screen pictures two times to enable each character's second costume, except for Sonya and Tanya. The select screen pics must be rotated three times for these two.

FIGHT AS MEAT

Enter "Group Mode" and successfully complete the game with all 16 characters. After this has been accomplished, select any character and begin a match. Your character will playing as Meat with all the moves of the character that was selected.

FIGHT AS GORO

Select the invisible icon at the bottom of the character selection screen. Press ↑, ↑, ↑, ← to highlight Shinnok's icon, then press Run + Block.

FIGHT AS NOOB SAIBOT

Enter the 012 012 Kombat Kode at the 2 Player Vs. Screen. Exit this match and enter the character selection screen. Select the invisible icon at the bottom of the character selection screen. Press ↑, ↑, ← to highlight Reiko's icon, then press Run + Block. Single player stage select Enter the "Practice" menu and select the stage that appears prior to the desired stage that you wish to start at. Select a practice mode match, then immediately quit. Select a single player game to begin at the desired stage.

VIEW BIOGRAPHIES

Enter "Kombat Theatre" Mode,

highlight the desired character and press Block.

KOMBAT KODES

Enter one of the following codes to activate the corresponding effect.

One-hit Win
123 123
Noob Saibot Mode
012 012
Red Rain (on Rain stage)
020 020
Explosive Kombat
050 050
Drawn Weapons Not Lost
002 002
Disable Throws
100 100
Disable Max Damage
010 010
Disable Throws and Max Damage
110 110
Random Weapon Appears
111 111
Start with Random Weapon
222 222
Start with Weapons Drawn
444 444
Many Weapons
555 555
Silent Kombat
666 666
Big Heads
321 321
Fight in Goro's Lair (Spike Pit)
011 011
Fight in The Well (Scorp's Stage)
022 022
Fight in Elder God's Stage
033 033
Fight in Tomb Stage
044 044
Fight in Rain Stage
055 055
Fight in Snake Stage
066 066
Fight in Shaolin Temple
101 101
Fight in Living Forest
202 202
Fight in Prison (Fan Stage)
303 303
Fight in Ice Pit
313 313

MORTAL KOMBAT TRILOGY

CLASSIC CHARACTERS

Press SELECT to choose Rayden, Jax, Kung Lao, or Kano for the original versions of those fighters.

STAGE SELECT

Highlight Sonya and press ↑ + START in one player or Vs mode. The screen will shake and a boom will be heard to confirm correct code entry.

UNLIMITED CREDITS

Press ↓, ↓, ↑, ↑, →, →, ←, ← at the story screen. A sound will confirm correct entry. The credit display will change to "Freeplay".

RANDOM CHARACTER SELECTION

Hold ↑ + START on the Character Select screen.

RED AND BLUE "?" BOXES

Quickly press HK, LK, RUN, LP, HP, HP, HP LP, LP at the story screen. A sound will confirm correct entry.

"?" ON KUBE

Hold ↑ + R1 + R2 + L1 + L2 and press ↑ when the square labelled "Konfigure Kombat" is displayed in the Options menu. The screen will shake to confirm correct code entry. The "?" menu will open, allowing access to a whole host of options.

MOTO RACER

Enter these codes at the first "Press Start" screen. The logo should reappear to confirm correct code entry.

VIEW CREDITS
◎, △, ◎, ◎, △, ◎, ↑, →, ←, ⊗.

VIEW VICTORY FMV SEQUENCE
◎, △, ◎, △, ◎, △, L1, ↑, R2, ⊗.

ENABLE ALL TEN TRACKS
↑, ↑, ←, →, ↓, ↓, ◎, R2, △, ⊗.

ENABLE ALL TEN REVERSED TRACKS
↓, ↓, →, ←, ↑, ↑, ◎, L2, △, ⊗.

REVERSE MODE
←, →, ←, →, ◎, ◎, R1, L1, △, ⊗.

POCKET BIKE MODE
↑, ↓, R2, L2, ↓, ↑, L1, ⊗.

TURBO BOOSTED BIKES
↑, ↑, ↑, △, R1, △, R2, ↑, ↑, ⊗.

NIGHT TRACKS
↑, ◎, L1, ↓, △, L2, ◎, ←, R1, ⊗.

FUTURE VEHICLES
↑, ↑, ↑, ↓, L1, R2, L2, R1, ◎, ⊗.

BIKE ONLY, NO RIDER
←, ←, △, →, →, ↑, ↓, L1, R1, ⊗.

RIDER ONLY, NO BIKE
→, →, ◎, ←, ←, ↓, ↑, L2, R2, ⊗.

MOTO RACER 2

Enter the following codes at the Main Menu.

BONUS TRACK
R1, R2, ↑, ←, △.

FASTER BIKES
↑, ↑, ↑, →, ←, △, ⊗.

HIGHER JUMPS
←, ←, ↑, ↑, →, →, ↓, ↓, □, △, ⊗.

OTHER RACERS LIMITED TO 50 KM/H
◎, □, →, ←, L1, R1, ⊗

WIN ULTIMATE CHAMPIONSHIP
Press R2, L2, ↑, ↑, □, □, ↓, ↓, R1, □, △, □, ↑, ↓, □, △, R2, L1, □, R2, L2, L2, ↑, ↓, ↑, □, ◎, △ at the Main Menu.

THE MUMMY

Start a game, pause, quit, choose Replay Level, click on the Bonus Features and enter:

HIDDEN CAIRO BONUS LEVEL
△ ⊗ △ ◎ □ △ ◎ ⊗

INFINITE AMMO
⊗ △ ⊗ □ ◎ △ □ △

INFINITE LIVES
◎ ◎ △ ◎ ⊗ □ □ ⊗

INVINCIBILITY
△ ⊗ ◎ ◎ ⊗ □ □ ⊗

ALL WEAPONS
◎ □ ◎ ⊗ ⊗ △ △ □

N IS FOR...

NBA JAM EXTREME

PRE-GAME CODES

Begin the following controller actions on the select screen and completing them on the Vs. screen. The final action of the code should be completed on the Vs. Screen to activate the cheat. A sound effect and picture of a player will appear at the bottom of the screen to confirm correct code entry.

Display Shot Percentage – Hold Extreme + Shoot.

Permanent Turbo – Hold Turbo and press ↑, ↓, ↑, ↓.

No Turbo Meters – Hold Turbo + Extreme and press ↑, ↓, ↑, ↓.

No Crowd – Hold Extreme + Pass + ↑.

NBA STREET

Head over to the Versus screen and then punch in each one of these codes to cheat.

BEACH BALL △, ◎, ⊗, ⊗.

BIG HEAD □, □, □, □, △, ◎, ◎, ⊗.

EASY SHOTS □, □, △, ◎, ◎, ◎.

INFINITE TURBO □, □, ◎, ◎, ◎.

LESS BLOCKS □, □, □, △, ◎, ◎, ⊗, ⊗, ⊗.

LESS GAMEBREAKERS □, △, △, △, ◎, ◎, ◎, ◎, ⊗, ⊗.

LESS STEALS □, □, □, △, ◎, ◎, ◎, ◎.

MEGA DUNKING □, □, □, ◎.

MORE GAMEBREAKERS
□, △, △, △, △, ◎, ◎, ◎, ⊗, ⊗.

NO 2-POINTERS
□, □, □, △, △, △, ⊗, ⊗, ⊗.

NO ALLEY-OOPS
□, □, □, △, △, △, △, ◎, ⊗, ⊗.

NO DUNKS □, □, □, ◎, ⊗, ⊗.

NO GAMEBREAKERS
□, △, △, △, △, ◎, ◎, ◎, ◎, ⊗, ⊗.

NO JUICE
△, △, △, △, ◎, ◎, ◎, ◎, ⊗, ⊗, ⊗.

NO SHOT CLOCK
□, □, □, □, △, △, △, △, ⊗, ⊗, ⊗.

TINY HEADS
□, □, □, □, △, △, ◎, ◎, ◎, ◎, ⊗, ⊗.

TINY PLAYERS
□, □, □, □, ◎, ◎, ◎, ◎.

NEED FOR SPEED: ROAD CHALLENGE

MORE MONEY

Buy your first car, head for a high stakes two player mode and save when you're asked. It'll quiz you for the location of your 2nd memory card (this being a two player mode and all), so take out the card in slot one and feed it into slot 2. The game foolishly thinks it's a new car and you can go on to beat yourself, then sell your car once the race is over.

SUPER COP CAR

Choose a police motor in pursuit mode and use L1 and ↑ to turn off your sirens. The foolish speedster thinks you're off the case and slows right down, allowing you to tailgate him, flick on the sirens (L1 + ↑) and nick him. Collect ten tickets in the time limit and you're given a super cop car.

PHANTOM CAR

Enter your name as FLASH

HOT ROD

Enter your name as TITAN

POLICE HELICOPTER

Enter your name as WHIRLY

NFL BLITZ

HIDDEN PLAYERS

Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. The phrase "Lights out, baby" will be spoken to confirm correct code entry.

NAME	PIN
ALLEN	7911
AUBREY	6666
AZPOD	4777
BERT	8735
BRIAN	2221
BYRON	1969
DAVID	3456
FRANC	1221
FRANZ	8421
GATSON	1111
JOVE	6644
SHINOK	8337
SKULL	1111
BRAIN	1111
RAIDEN	3691
JENIFR	3333
JUAN	6521

CHEAT MODE

Press Turbo, Jump, and Pass to change the icons below the helmets on the versus screen. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad in the indicated direction to enable the code. The name of the code and a sound will confirm correct code entry. Example, to enter 1-2-3 ←, press Turbo, Jump twice, Pass three times, ←.

Super field goals	1-2-3 ←
Allow stepping OB	2-1-1 ←
Power-up blockers	3-1-2 ←
Fast passes	2-5-0 ←
Super passing1	4-2-3 →
Turn off stadium	5-0-0 ←
Late hits	0-1-0 ↑
Huge head	0-4-0 ↑
No first downs	2-1-0 ↑
No interceptions	3-4-4 ↑
No punting	1-5-1 ↑
Infinite turbo	5-1-4 ↑
Super blitzing	0-4-5 ↑
Power-up teammates	2-3-3 ↑
Power-up defence	4-2-1 ↑
Fog on	0-3-0 ↓
Thick fog on	0-4-1 ↓
Show field goal %	0-0-1 ↓
No random fumbles	4-2-3 ↓
Hide receiver name	1-0-2 →
Big football	0-5-0 →
Team tiny players	3-1-0 →
Team big players	1-4-1 →
Team big heads	2-0-3 →
Big head	2-0-0 →
No play selection1	1-1-5 ←
Show more field1	0-2-1 →
No CPU assistance1	0-1-2 ↓
Power-up speed 1	4-0-4 ←
Tournament mode 2	1-1-1 ↓
Smart CPU opponent 3	3-1-4 ↓
No head	3-2-1 ←
Weather – clear	2-1-2 ←
Weather – snow	5-2-5 ↓
Weather – rain	5-5-5 →
Power-up offense	3-1-2 ↑
Invisible receiver highlight	3-3-3 ←
Headless team	1-2-3 →
Night game	2-2-2 →
Fast turbo running	0-3-2 ←
Invisible	4-3-3 ↑
Hyper blitz 1	5-5-5 ↑

1 – Two player agreement required.
2 – Only in two-player game.
3 – Only in one-player game.

P IS FOR...

PARAPPA THE RAPPER

BONUS LEVEL

Compete each level with a "Cool" rating. A bonus level with Sunny Funny and Katy Kat dancing on a table will be accessible.

CHANGE PARAPPA'S VOICE

Complete the first two levels with a "Cool" rating. Press ⊗, ⊗, ⊗, △, ◎, △, □, □, →, ←, □, ⊗ and finish the next level as usual. On level 4, press ⊗, □, △, ◎, ⊗ for PaRappa's voice to be changed. Hold R1 and press ◎ or △ to cycle through the voices of the other characters in the game.

PLAY AS SUNNY OR THE NINJA

Complete the level 1 with at least 3000 points and a "Cool" rating. Complete level 2 with a "Good" rating, but with the "Cool" status flashing. This occurs if the score is 1025 points. Complete levels 3 and 4 with over 2000 points on each, and a "Good" rating. Complete level 5 with at least 4000 points and a "Cool" rating. Finally, complete level 6 with at least 2000 points and a "Cool" rating. The choice of playing as Sunny or the Ninja will appear when starting the next game.

BONUS BACKGROUND IMAGE

Hold down ↑ and keep rapping on any level.

R IS FOR...

RESIDENT EVIL: DIRECTOR'S CUT

DOUBLE ITEMS

Highlight the "Arrange" option on the game mode screen and hold → until the pointer turns green. Begin the game and double the normal amount of items, including ink ribbons and ammunition, will be available. Note: This does not effect other items, such as sprays or herbs.

CHANGE CLOTHES

Finish the game rescuing both other characters, and you'll get the Special Key. Now go into the room with the big mirror, which is next to the double blue doors on the ground floor of the mansion. Explore in here, and you'll use the Special key and enter a wardrobe, where you can change your clothes.

RESET GAME

Pause the game during play and press START + SELECT. The game will reset and return to the Main Menu.

CONTROLLER CONFIGURATION

Press SELECT + START during the game.

UNLIMITED ROCKET LAUNCHER

Complete the game in under three hours.

COLT PYTHON WITH INFINITE AMMO

Select "Arrange" Mode and complete the game rescuing both other characters on the way. The unlimited magnum will be available when the game is replayed. This weapon makes it easier to complete the game in under three hours for the unlimited rocket launcher, at which point both weapons will be available for another game.

AUTO AIM

Instead of having to turn around manually to shoot the zombies, hold R1 and your character will automatically aim at the nearest zombie/danger. Tap L1 while continuing to hold R1 to have your character re-adjust his or her aim. This

RESISTANCE IS FUTILE

MEDAL OF HONOR: UNDERGROUND

TAKE THE NAZIS OUT SINGLE-HANDEDLY WITH OUR HELP!

Enter these codes as passwords to view the hidden photos.
DWIECRANS
MOHUEQUIPE
MOHDESSINS

CHEAT MODE

Go to Options on the main menu and enter ENTREZVOUS as a password.

ALL SECRETS, MISSIONS AND EXTRA CHARACTERS

Enter PORTECLEFS as your password. You'll also get a Secret Codes screen to switch them on or off. To choose a mission, go to the Mission Log under the Save Load & Records option.

is a much faster way to fight quick enemies, and saves ammunition.

RESIDENT EVIL 2

ALTERNATE UNIFORMS
Set the game difficulty to normal and make your way to the Police Station without picking anything up. There will be a new zombie in the underpass. It's Brad Vickers, the helicopter pilot from Resident Evil! Kill him, then search his body for the special key Use this on the locker in the Dark Room for the alternate costumes.

INFINITE ROCKER LAUNCHER
Finish the first scenario in under three hours with a grade A or B.

INFINITE SUB MACHINE GUN
Finish the first scenario in under 2 1/2 hours, with a grade A or B.

INFINITE GATLING GUN
Finish the second scenario in under 3 hours with a grade A.

ALL THREE
Finish the second scenario in under 1 1/2 hours with a grade A.

AUTO-AIM
Select "Options" from the Main Menu or press SELECT during the game. Then, enter the "Key Config" screen, select "Type C" and then select. "Exit". The quick auto-aim feature should now be enabled. Hold R1 to get Leon or Claire to pivot and aim at any zombie they see, and press L1 while holding R1 is held to change targets. **Note:** You still have to hold ↓ to aim at crawling zombies and ↑ to aim at higher targets.

HUNK SCENARIO
Complete the first and second scenario both with a grade A. You can now play The Fourth Survivor scenario.

TOFU SCENARIO
Finish the first and second scenario three times each, all with grade A's, getting all the other secrets along the way. Tofu's mission is the same as Hunks, in that he must get from the sewers up to the crashed helicopter.

REBECCA CHAMBER PICTURE
Search the desk on the left side of the S.T.A.R.S. office. The phrase "It's trashed, someone must have searched it" will be displayed. Repeatedly search the desk approximately fifty times until a roll of film is found. Take the film and develop it in the photo lab to see a picture of Rebecca in a basketball uniform. Totally useless really.

RIDGE RACER

EXTRA CARS
Destroy all the ships during the Galaga game that appears during the loading time to have eight additional cars available. "Perfect" will appear on the Galaga screen to confirm that all ships were destroyed.

EXTRA TRACKS
Finish all four tracks in first place for access to four additional tracks. The new tracks are reverse versions of the original tracks.

FLAG TRICK
Hold L1 + R1 or L2 + R2 and use the D-pad and other controller buttons to rotate and resize the flag. Press START for a transparent flag.

SPINNING CARS AND TRACKS
Hold L1 or R1 during the car and level selects screens to rotate them.

RACE ON MIRROR IMAGE OF TRACK
From the selecting line, turn the car around after reaching 60 mph. This should be before the first curve on an extra track, or before merging into the main track on a normal track. Drive through the brick wall that appears at the starting line and race the track backward.

DRIVE THE GALAXIAN 13 CAR (BLACK LAMBO)
Finish first in the first four tracks. Play the Time Trial track again and beat the Galaxian 13 by finishing first. If the Galaxian 13 passes your car in the first lap, it will lie on the side of the road and wait for you to pass. However, it will not do this on the subsequent laps. The race must be finished without hitting anything.

D'OH-LICIOUS

SIMPSONS WRESTLING

UNLOCK SOME SERIOUS TAG TEAMS WITH OUR HELP!

BONUS MATCH
To save yourself the time and bother of actually having to play your way through the Challenger, Defender and Champion circuits, here's how to unlock the Bonus Match up. At the START screen, press ○, ↑, ↑, ↓, ↓, ←, →, ← and →. This allows you to play as Itchy and Scratchy, Kodos and Kang, and Burns and Smithers.

RIDGE RACER REVOLUTION

HOMING LASER IN GALAGA '88
Hold L1 + R1 + SELECT + △ + ↓ as the PlayStation is powered on. By keeping these buttons pressed, a perfect score can be obtained in Galaga '88.

SMALL CARS
Use the "homing laser" cheat to clear the Galaga '88 game with a perfect forty shot game. Small versions of the cars may be raced, with a child as commentator.

EXTRA CARS
Shoot all the ships during the Galaga '88 loading game (a perfect score is not required), to chose from eight additional cars.

SECRET CARS
Finish first in each track (novice, advanced, and expert), then return to race each track in Time Trial mode. After beating each track, the special car (Devil 13, Kid Car 13 or White Angel 0) for that track will be available.

EXTRA TRACKS
Finish all the tracks in first place to race a reverse version of the tracks. Finishing the reversed tracks in first place also unlocks the hidden "Scene" menu.

REVERSED TRACKS
Start the race, then immediately turn around and drive towards the wall at the starting line at full speed. A reversed version of the track will appear after your car passes through the wall.

TOGGLE REAR-VIEW MIRROR
While racing with internal view, press START to pause the game. Hold △ + L1 or R1 to make the mirror disappear and reappear.

ZOOM IN OR OUT
While racing with an external view, press START to pause the game. Hold △ + L1 or R1 to zoom in or out. Press L1 + R1 to reset to the default.

SPINNING ZONE
Highlight the "Select" option on the title screen. Hold □ + ✕ and press START to choose the game options. Highlight the "Select" option on the menu while continuing to hold □ + ✕. Press SELECT, and hold all three buttons to start the race. Keep all buttons held until the race is about to begin. The phrase "Spinning-Zone" will appear to confirm correct code entry. Complete some stylish 360 degree or greater spins on some of the harder corners. Each spin will be rated from 0 to 100, and your final score will be shown in the replay.

ENDINGS
The game has 12 endings depending on which combination the tracks were raced. Racing in Advanced, Expert, Novice order has a different ending than racing in Novice, Expert, Advanced order.

CONTROL THE SPOTLIGHT
Hold R1 + R2 and use the D-pad to move the spotlight at the title screen. Press ✕ to resize the spotlight.

ALTERNATE TRACK AND CAR APPEARANCE
Press ↑, ↓, L1 or R1 in the car select menu and the course select menu to change the appearance of the cars and tracks. Press L2 or R2 in the car select menu to change the direction the tires are facing.

RIDGE RACER TYPE 4

UNLOCK SECRET PAC CAR
To access the hidden Pac Man car unlock all 320 cars. The Pac Car will appear in your garage, and will also give you an extra tune, called 'Eat 'em up'!

ROGUE TRIP
Enter the following codes as passwords:
Alien saucer
R1, □, ✕, □, L2, ○.
Play as Goliath
△, L1, R1, ✕, L2, L2.
Play as Nightshade
R1, R2, L1, L1, ✕, ○.
Play as Helicopter
L1, △, R2, △, △, R1.
Play as Big Daddy
△, □, R2, ✕, △, R2.
Double pick-ups
L1, L2, ○, L1, R1, □.
Increased armour
R1, △, R1, △, L1, □.
Unlimited turbos
□, ✕, ○, △, R1, R2.
Unlimited jumps
○, □, R2, ✕, △, R2.
Funtopia level
✕, ○, L2, ✕, □, L1.
Gulch level
✕, □, ○, L1, L2, □.
Duke Nukem: Time To Kill FMV Sequence
……………□, □, ○, ○, △, △.

GOD MODE
Press L1 + R1 + R2 + SELECT when starting a level. Then hold, L1 + R1 + R2 and press ↑, ↓, ↑.

UNLIMITED LIFE
Press L1 + R1 + R2 + SELECT when starting a level. Then, hold L1 + R1 and press ↑, ↓, ←, →.

HORNET NEST STINGERS
Press L1 + R1 + R2 + SELECT when starting a level. Then, select Stingers, and hold L1 + L2 + R1 + △ + ←. A message will confirm correct code entry.

UNLIMITED WEAPONS
Press L1 + R1 + R2 + SELECT when starting a level. Then, hold L1 + R1 and press ↑, ↓, ↑, R2.

POWERED-UP WEAPONS
Press L1 + R1 + R2 + SELECT when starting a level. Then, hold L1 + R1 + R2 + ✕ and press ↓.

ROLLCAGE

ALL EASY DIFFICULTY TRACKS
Enter EEFNIEBA as a password, select the "Easy" difficulty setting, and begin the game.

ALL HARD DIFFICULTY TRACKS
Enter EEFPHMBC as a password, select the "Hard" difficulty, and begin the game.

ALL EXPERT DIFFICULTY TRACKS
Enter HEMPCMDD as a password, select the "Expert" difficulty setting, and begin game.

ALL EXPERT DIFFICULTY TRACKS, BONUS CAR, MEGA TIME TRIAL, MIRROR MODE, ALL DEATH-MATCH MODES
Enter HHMPNEED as a password.

AIR HORN
Enter AIRHORNS as a password, then press SELECT during the game.

DEVELOPMENT TEAM HIGH SCORES
Enter BESTLAPS as a password to display the best times from the development team.

CHEAT MODE
Enter MAXCHEAT as a password. Ignore the invalid password message, All leagues, mirror mode, mega-time trials, and options will be available.

S IS FOR...

SILENT HILL

To solve the Starsign puzzle you must click the digit according to the amount of limbs in the pictures. The correct sequence is; (from left to right) Sagittarius (6), Taurus (4) and Gemini (8).

SIM CITY 2000

$1,000,000 (IN 2D GAME)
Select City Info, Budget from the menu. At the Budget screen, hold R1 and press ✕, ○, △, □. Release R1 and hold L1. Press ✕, ○, △, □. Release L1 and hold R2. Press ✕, ○, △, □. Release R2 and press L2. Press ✕, □, △, ○. Release L2. The sound of a cheer will confirm correct code entry. Note: This code may only be enabled once per game.

0% INTEREST BONDS (IN 2D GAME)
Select City Info, Budget from the menu. At the Budget screen, hold △ and press L1, L2, L1, L2, R2, R1, R2, R1. Note: This may result in fines of up to $100,000. Most tools available free (in 2D game). Select and cancel the tree tool with the normal arrow cursor. Go to the status bar. Press ↑, ↓, →, ←, ↑, ✕ while keeping the cursor within the status bar area.

MAXIMUM FIRE, POLICE, AND MILITARY (IN 2D GAME)
Select and cancel the dispatch tool with the normal arrow cursor. Go to the status bar. Press ←, →, ←, →, ○, ✕ while keeping the cursor within the status bar area. Use of any of the dispatch tools (fire, police, military) to get the maximum number allowable, regardless of the number of stations you have.

HELICOPTER COCKPIT (IN 3D GAME)
Press R2, L2, R2, L2, R2, L2. Turn off the cockpit by pressing R1, L1, R1, L1, R1, L1.
Night (in 3D game). Press ↓, ↑, ↓, ↑, ↓, L2, R2 to cycle day and night. To return to normal, press ↓, ↓, ↑, ↑, ↓, ↓, L2, R2.

FADE TO BLACK (IN 3D GAME)
Press ↓ six times, L2, R2. To pause the fade, press ← six times, L2, R2. To return to normal, press → six times, L2, R2.

TRANSLUCENT CITY MAP (IN 3D GAME)
Press R1, R2, R1, R2, R1, R2, R1, R2. A translucent city map HUD with a position indicator will appear. To return to normal, press L1, L2, L1, L2, L1, L2, L1, L2.

GOLD NUGGET TRAIL (IN 3D GAME)
Activate the helicopter cockpit code multiple times by pressing [R2, L2, R2, L2, R2, L2, R1, L1, R1, L1, R1, L1] seven times, followed by R2, L2, R2, L2, R2, L2, L2, R1, L2, R1, L2, R1, L2, R1. A trail of golden nuggets will appear on the road. Collect these nuggets as you move around the city to increase your city fund.

SLOT MACHINE MODE
Select a new game and start the "Recreation" icon". Then, move over the "Marina" icon and start that feature. Build the marina near a water section. Select the "Budget" icon and enable the "Legalized Gambling" option under the "City Ordinances" menu. Use the "Query" tool to highlight the sailboat, then press R1. A slot machine will appear. Press circle to stop the slots at a cost of $100 per attempt to win various buildings or disasters.

FLIGHT MODE (IN 3D GAME)
Press →, ←, →, ←, →, L2, R2, START, START. You can fly around the city.

SOVIET STRIKE

Enter the following codes as passwords:
Unlimited armour
IAMWOMAN
Unlimited ammunition
TRANGELUV
Unlimited fuel
EARTHFIRST
Unlimited attempts
ELVISLIVES
Double damage
DAVEDITHER
Unlimited ammunition, fuel, and invincibility
MIDNIGHOIL
Unlimited ammunition, fuel, and attempts
FUGAZI
Unlimited ammunition, fuel, attempts, and armour
THEBIGBOYS
Helicopter viewed as friendly

SPIDER-MAN

Big Head Spidey	DULUX
Invincible Spidey	RUSTCRST
Level Select	XCLSIOR
Unlimited Webbing	STRUDL
Unlock All Comic Books	ALLSIXCC
Unlock Every Movie	EEL NATS
Unlock Joel Jewitt	RULUR

Now exit the Cheat Menu and enter the Gallery and select Characters. He'll be the choice at the bottom.
To enter these codes, select Specials at the main menu. Now enter the Cheats menu and input the following:

Full Health	DC STUR
Unlock Everything	EEL NATS
All Gallery Characters	CVIEW EM
Storyboard	CGOSSETT
What if Contest	GBHSRSPM

COSTUMES

Symbiote Spidey	BLKSPIDR
Spidey 2099	TWNTYNDN
Captain Universe	S COSMIC
Spidey Unlimited	PARALLEL
Scarlet Spider	LETTER S
Amazing Bagman	AMZBGMAN
Peter Parker	MJS STUD
Ben Reilly	BNREILLY
Quick Change Spidey	ALMSTPKR

SPYRO THE DRAGON

99 LIVES
During gameplay, put this code in to get 99 lives: □, □, □, □, □, □, ○, ↑, ○, ←, ○, →, ○.

LEVEL SELECT
During the game pause and go to the inventory screen. Now press □, □,

◎, ←, →, ←, →, ◎, ↑, →, ↓.
When you go to a balloonist, you will now have access to all levels.

CHEAT DEATH

This trick works for any world and in any level except the home levels. If you fall off a cliff, ledge, etc., You can just hit pause and exit the level. This way you end up at the portal to that particular level in the home level and have saved your life.

CRASH BANDICOOT: WARPED DEMO

Simply pop the Spyro disc into your PlayStation, boot it up, and when you see the screen that says "Press Start," press the L1 and △ buttons simultaneously. Voila!

THIRD DRAGON IN HAUNTED TOWERS

To get to the final Dragon located in a secret part of the castle, super charge down the only super charge ramp in the level and keep super charging through the last door to your right. When you get through that door, super charge to the left. When you are charging you will go off to the left to the entrance of the castle. Go up the first ramp. Super charge jump off the ramp to the secret entrance. You must be super charging throughout this part. After a while you will come to a staircase full of armoured ghosts so be quick to fry the wizard at the top of the stairs. Get a kiss from the fairy (this fairy kiss lasts forever) and kill all the ghosts. You'll find the final Dragon is in here so go and get him!

SPYRO 2

BIG HEAD MODE

Pause the game and press
↑, ↑, ↑, ↑, R1, R1, R1, R1, ◎.

FLAT MODE

Pause the game and press
←, →, ←, →, L2, R2, L2, R2, ⊡.

GET EVERY ABILITY

Pause the game and press
◎, ◎, ◎, ⊡.

BLACK SPYRO

Pause the game and press ↑, →, ↓, ←, ↑, ⊡, R1, R2, L1, L2, ↑, ←, ↓, →, ↑, ↓.

BLUE SPYRO

Pause the game and press ↑, →, ↓, ←, ↑, ⊡, R1, R2, L1, L2, ↑, ←, ↓, →, ↓, ⊗.

GREEN SPYRO

Pause the game and press ↑, →, ↓, ←, ↑, ⊡, R1, R2, L1, L2, ↑, ←, ↓, →, ↑, △.

PINK SPYRO

Pause the game and press ↑, →, ↓, ←, ↑, ⊡, R1, R2, L1, L2, ↑, ↑, ←, ↓, →, ↑, ⊡.

RED SPYRO

Pause the game and press ↑, →, ↓, ←, ↑, ⊡, R1, R2, L1, L2, ↑, ←, ↓, →, ↑, ⊡.

STAR WARS: DEMOLITION

Enter the following as passwords for the desired result.

SLOW MOTION
SLOW_MO_ON
GRAVITY REDUCED
LO_GRAV_ON
TWO PLAYERS CHOOSE THE SAME VEHICLE
MULTI_CARS
NO ENEMIES IN BATTLE MODE
NO_BADDIES
INVINCIBILITY
RAISE_THEM
VICTORY FMVS
MOVIE_SHOW
RAPID FIRE
FIRERATEUP
THREE ENEMIES ATTACK AT ONCE
ITS_A_TRAP
INCREASE MASS
BFM_FEELIT
INCREASE SPEED
THROTTLEUP
RANDOM ENEMIES
NO_PEEKING
LOSER FMVS
SAD_MOVIES

STAR WARS JEDI POWER BATTLES

SECRET COMBO MOVES

MACE WINDU
⊡, ⊡, ⊡
⊡, ⊡, ⊡, ⊗
⊡, ⊡, △
⊡, ⊡, △, △
⊡, ⊡, Force, ⊗, ⊡
⊗, ⊡, ⊡
⊗, ⊡, ⊡, △
OBI WAN
⊗, ⊗, ⊡
⊗, ⊗, ⊡, ⊡
⊗, ⊗, △, ⊡
⊗, ⊗, △, ⊡, ⊡, △ ⊡, ⊡, △
⊡, ⊡, △, ⊡
⊡, ⊡, ⊡, △ Force
△, Force
QUI GON
⊡, ⊡, △, △
⊡, ⊡, ⊗, △
⊗, ⊗, △
⊗, △, ⊗ Force
△, ⊡, △
PLO KLOON
⊡, ⊡, △
⊡, ⊡, ⊗
⊡, ⊡, ⊗, △
⊡, ⊡, ⊗, Force
⊡, ⊡, Force
△, △
⊗, △, △ ⊗, ⊗, ⊡
⊗, ⊗, ⊡, Force
ADI GALA
△, △, △
△, △, ⊗, △
△, △, ⊗
⊗, ⊗, △
⊗, ⊗, ⊡, ⊡, ⊗
⊗, ⊗, ⊡, ⊡
⊡, ⊡, ⊗, ⊗
⊡, ⊡, △, ⊗

STAR WARS: MASTERS OF TERAS KASI

ALTERNATE COSTUMES

Press L1 at the character selection screen to get a choice of costumes.

LEVEL SELECT

Select Chewbacca as a character, set the difficulty level to "Standard", "Player Change" to "No", and "Continue" to "No". Complete the game in practice or arcade mode. Level select may now be accessed in versus mode.

FULL SCREEN

Hold SELECT + L1+ R2 after choosing a character and keep them held until the match begins.

FIGHT AS A STORMTROOPER

Select Han Solo as a character, set the difficulty level to "Standard", "Player Change" to "No", and "Continue" to "No". Complete the game in arcade mode.

FIGHT AS DARTH VADER

Select Luke Skywalker as a character, set the difficulty level to "Standard", "Player Change" to "No", and "Continue" to "No". Complete the game in arcade mode. Note: The hidden Mara Jade character will appear instead of a mirror match when playing as Darth Vader.

FIGHT AS MARA JADE

Set the difficulty level to "Jedi", "Player Change" to "No", and "Continue" to "No". Select team mode hold L1 + L2 + R1 before the first match starts. Defeat the side designated as the Empire to select Mara Jade as a playable character.

FIGHT AS JODO KAST

Set "Player Change" to "No", and "Continue" to "No". Now select the survival mode and go on to defeat at least seven characters.

FIGHT AS SLAVE LEIA

Select Princess Leia as a character, set the difficulty level to "Jedi", "Player Change" to "No", and "Continue" to "No". Complete the game in Arcade Mode.

SMALL FIGHTERS

Select Versus or Practice Mode. Hold SELECT + ↑ + ⊗ + R2 after choosing a character and keep the buttons held until the match begins.

SUPER DEFORMED MODE

Select Versus or Practice Mode. Hold SELECT + ↑ + ⊗ after choosing a character and keep the buttons held until the match begins.

BIG HEAD MODE

Select Versus or Practice Mode. Hold SELECT after choosing a character and keep the button held until the match begins.

BIG HEAD, FEET, HANDS, LEGS

Select Versus or Practice Mode and then Hold ↓ + ⊗ + SELECT after choosing a character and keep the button held until the match begins.

MARVEL-OUS

SPIDER-MAN 2: ENTER ELECTRO

GET SPIDEY'S SENSES TINGLING WITH THESE BOSS-BEATING CHEATS!

All cheats	AUNTMAY
Debug mode	DRILHERE
Level select	NONJYMNT
Unlimited lives	SUPERGOD
All costumes	WASHMCHN
All galleries	DRKROOM
All training	CEREBRA
Big heads	ALIEN
Big feet	STACEY
What if? mode	VVISIONS
High scores	VVHISCRS

SYPHON FILTER

ALL WEAPONS AND INFINITE AMMO

Highlight the Weapons Menu then press and hold SELECT, L1, L2, R2, ◎, ⊗.

LEVEL SELECT

Go to the Options menu. Highlight the Select Mission option, the press and hold L1, L2, R1, R2, ⊡, ◎, ⊗.

SUPER AMMO

Pause the game, then select Objectives. Now press and hold →, L1, R1, R2, ◎, ⊗. You should then hear the word 'Understood' to confirm correct code entry.

VIEW ALL MOVIES

Go to the movie theatre in level one. Now pause the game, highlight the Sound option, then press and hold Select ⊡, L2, R2, ⊗. You should hear 'Got it'.

HARD MODE

On the title screen, press and hold ◎, ⊡, L1, L2, R2, ⊗. You should hear 'Damn it'. Now w you'll be able to choose Hard level.

SYPHON FILTER 3

UNLOCK HARD DIFFICULTY SETTING

Highlight the New Game option at the main menu and press ↑ + SELECT + L1 + R2 + ⊡ + ◎ + ⊗. A sound will confirm that the code has been entered correctly. Next, highlight the One Player option and press ↑ + SELECT + L1 + R2 + ⊡ + ◎ + ⊗. Another sound will confirm correct code entry and the new difficulty setting will be unlocked.

ONE SHOT KILLS

Successfully complete the game to unlock Super Agent mode. To utilise this new mode, start a new game and then pause at any time to go to the Options screen to enable it. You will now have one shot kills!

END LEVEL

Successfully complete the game to unlock the End Level cheat. This allows you to instantly end the level in missions and in mini-games.

T IS FOR...

TARZAN

For extra lives try this little trick. When low on lives, replay the earlier levels over and over.

Save the game after completing each level that is replayed. After accumulating enough lives, return to the last level that was unlocked and continue the game. Or, press these mid-game game: L1, R1, L2, R2, L1, R1, L2, R2. For a level skip keep playing and press R1, R2, L1, L2, R2, L1, L2, L2.

TEKKEN

TWO SHIP GALAGA

Hold △ + ⊗ + ↑ + L1 on controller two for a second ship during the load game. Press SELECT to restart a stage. Restarting the last stage will return the game to stage one.

EXTENDED GALAGA

Hit at least 40 alien ships during the first wave of Galaga. Then, press SELECT when the phrase "Number Of Hits" appears. The next wave of Galaga will be played instead of continuing to Tekken.

FIGHT AS DEVIL KAYZUA

Beat all eight stages of Galaga to pick the Devil Kazuya in one player mode. No cheats may be used. After Tekken begins, highlight Kazuya in Arcade Mode and select him with start. It's just a purpley-blue Kazuya, but still looks good!

TEKKEN 2

FIGHT AS SUB-BOSSES

Complete the game with each character.

FIGHT AS ROGER OR ALEX

Reach the third stage in one player mode and defeat your opponent with very little energy remaining. The announcer will say "Great!". The next stage will be on the beach with either Roger or Alex. Complete the game for them to become selectable characters. The easiest way to do this is to set the difficulty to easy, and the fight count to one.

BIG HEADS AND HANDS

Unlock all the characters, then hold SELECT while choosing your player. Hold the button until the fight begins. Hold SELECT when the round changes to increase size again.

KAZUYA IN A PURPLE SUIT

Completely finish the game by capturing all the characters, then select Kazuya with START.

WIRE-FRAME VIEW

Once you have unlocked all the hidden characters, hold L1 and L2 at the main menu screen. Now go into any mode, still holding these buttons. When you start you'll be looking through your own wireframe character.

WIRE-FRAME VIEW II

Hold R1 and R2 on the second controller at the menu screen, and enter practice mode. Keep them held down and when you start you'll be looking through the wireframe version of your opponent at yourself.

SKY MODE

Unlock all the hidden characters then hold SELECT + ↑ when choosing your character. Hold these buttons until the round begins. The sound of a punch will confirm the correct code entry. Use an uppercut or sweep move to send your opponent skywards, making for some easy juggles so get in there.

TEKKEN 3

FIGHT AS PANDA

Highlight Kuma at the character selection screen and press ⊗ or ◎.

FIGHT AS TIGER

Successfully complete the game with eighteen characters. Then, highlight Eddy at the character selection screen and press START.

FIGHT AS DOCTOR BOSKONOVITCH

Complete Tekken Force Mode four times (collect the bronze, silver, gold keys, then complete that mode one final time). Defeat Doctor Boskonovitch when he appears to have him available on the character selection screen under arcade mode.

FIGHT AS GON

Complete arcade mode using Doctor Boskonovitch. Then, select arcade mode and press the D-pad off either side of the character selection screen. Alternatively, defeat Gon under "Ball mode" or play survival or force mode until prompted for initials, then enter GON

BEACH BALL MINI-GAME

View all endings of the ten base characters to enable the "Ball Mode" option.

THEATRE MODE

Unlock each character, including Panda, Tiger, Doctor Boskonovitch, and Gon, and view their endings. The "Disc" and "Sound" options under "Theatre Mode" will now be available.

RECORD OR REPLAY COMBO

Enter practice mode and choose the "Freestyle" selection. Press L1 + L2 + R1 + R2 + ◎ at the freestyle options screen. Then press ↓ + SELECT to record or replay a combo.

ALTERNATE COSTUMES

Play as the desired character the indicated number of times. Then, highlight that fighter on the character selection screen and press START.

Xiaoyu	50 times
Jin	50 times
Anna	25 times
Gunjack	10 times

THE WORLD IS NOT ENOUGH

AIR RAID SCENARIO

Complete the Masquerade on the Agent difficulty level with a time less than 3:15 for this multi-player scenario.

CAPTURE THE BRIEFCASE SCENARIO

Complete the Turncoat level on the Secret Agent difficulty setting with a time less than 3:20 to unlock this multi-player scenario.

CASTLE SCENARIO

Complete the Subway level on the Agent difficulty setting with a time less than 2:15 to be able to unlock the Castle scenario.

FOREST SCENARIO

Complete the Night Watch level on the 00 Agent difficulty setting with a time less than 2:20 to unlock the Forest multi-player scenario.

GOLDEN GUN SCENARIO

Complete the game on the 00 Agent difficulty setting to unlock the Golden Gun scenario. In this game, you must collect the three parts of the Golden Gun and kill all of your opponents with it to win.

SKY RAIL SCENARIO

Complete the Cold Reception level on the Secret Agent difficulty setting with a time less than 3:15 to be able to unlock the Sky Rail multiplayer scenario.

TEAM KING OF THE HILL SCENARIO

Complete the King's Ransom level on the Agent difficulty setting with a time less than 2:20 to unlock the Team King of the Hill multiplayer scenario.

THEME PARK WORLD

ALL RIDES, SHOPS AND ATTRACTIONS

Enter BOVINE as a nickname.

MONEY

Enter BOVINE as a nickname. Press ◎ + ⊡ + ⊗ during the game. Repeat as necessary.

SUPER PARK

Enter BUD as a nickname. Then, press ⊡ at the park selection screen. After the game begins, maximum prices may be charged for the concessions, games, and park entrance.

TIME CRISIS

EASY MODE

On the screen where you can choose Arcade or Time Trial mode, shoot off screen to access the easy mode. You will start with five lives.

100% accuracy
800C8890 03E7
800C888C 03E7
Slow motion
8006EA90 B562
8006FBBC B563
Infinite ammo
80076760 0006
Infinite time
800766F4 135C
Infinite lives
80076768 0005

TOCA 2

SLICE 'N' NICE

TENCHU: STEALTH ASSASSIN

SNEAKY CHEATS FOR ULTIMATE NINJA ASSASSINS...

DEBUG MODE
Press Start to pause the game. Hold L1 + R2 and press ↑, △, ↓, ×, ←, □, →, ○. Release L1 + R2 and slowly press L1, R1, L2, R2. Wait a moment, then press Start followed by L2 + R2. A debug menu that allows invincibility, bonus weapons, enemy summoning, enemy AI toggles, FMV sequence skip, and other effects will appear.

RESTORE HEALTH
Press Start to pause the game, then press □, □, △, △, →, →, ↑, ←.

CARRY UP TO 99 ITEMS
Hold R2 and press □, □, △, △, →, →, ↑, ↓ at the item selection screen.

INCREASED ITEM INVENTORY
Hold L2 and press □, □, △, △, →, →, ↑, → at the item selection screen.

ALL WEAPONS
Hold L1 + R1 and press ×, △, . □, △, □, ○ at the item selection screen. Then after this release L1 and press L1 again.

MORE TYPES OF ITEMS
Press □, □, △, △, →, →, ↑, ← at the item selection screen.

LEVEL SELECT
Select a character, hold R1 and □, □, △, △, →, →, ↑, → at the next screen.

ENABLE JAPANESE VOICES
Select a character, hold L1 and press □, □, △, △, →, →, ↑, ↓ at screen after you pick a character.

CHEAT MODE
Enter these codes as your player name in a one-player game to activate the cheat.

All cars	MECHANIC
All tracks	BIGLEY
Bonus track	TECHLOCK
Micro Machines mode	MINICAR
Faster damage	DUBBED
Padded barriers	ADDED
Bouncing collisions	BCASTLE
Forty lap race	LONGLONG
Disable championship disqualification	PUNCHY
Battle mode	BANGBANG
Turbo mode	FASTBOY
Higher elevated tracks	ELASTIC
Oulton Park Island circuit	DINKYBIT
Drive Ford Mondeo	CMFORD
Low gravity	LUNAR
Blurred background	TRIPPY
Special effects	CODENAME
Invisible car except for tires	JUSTFEET

TOCA WORLD TOURING CARS

Type the code into the Bonus Cheats Menu:

Extra power	Muscle
Motion Blurring	One2many
Double height	Stretch
Chrome Cars	Shiny
Mirrormode	Backwards
Extra Power	Muscle
Tough Bonus Cars	Dotty
Indestructible Car	Brick
Bouncy Car	Driver
Low Gravity	Moon
Turbo button	Nitro (L1)
Exploding curbs	Kaboom

TOMB RAIDER

ALL WEAPONS AND AMMUNITION RELOAD
During the gam enter the inventory screen.
Then press the following: L1, △, L2, R2, R2, L2, ○, L1.
LEVEL SKIP
During the game, press Select to enter the inventory screen. Press L2, R2, △, L1, L1, ○, R2, L2. Now press Select to skip the level.

TOMB RAIDER II

LEVEL SKIP
During the game sidestep ←, →, ←, forward, back. Release R1, rotate three times on the spot, and perform a forward jump with mid air roll.
ALL WEAPONS
During the game sidestep ←, →, ←, back, forward. Release L1, rotate three times on the spot, and perform a backward jump with mid-air roll.
EXPLODING LARA
During the game sidestep one step ←, →, ←, forward, back, rotate three times on the spot, and perform a backward jump with a mid air roll.

TOMB RAIDER CHRONICLES

UNLIMITED AMMO AND MEDIKITS
During the game enter the inventory screen and highlight the clock. Press and hold L1 L2 R1 R2 ↑. Then return to the game.
UNLOCK ALL KEYS AND ITEMS
During gameplay enter the inventory screen and highlight the clock. Press and hold L1 L2 R1 R2 ↓. The code will have to re-entered with each new level.

TOMMI MÄKKINEN RALLY

Enter the following codes as your name, then select the Cheats option from the Main Menu:
Drive a bus
STRANGE
Drive a Peugeot
PEUGEOT
Mirror courses
MIRROR
More money (_ indicates a space)
MONEY
Dual Shock controller always vibrates
THRILLS
Rally Jeunes mode
FFSA

TONY HAWK'S 2

UNLOCK NEVERSOFT SKATERS
On the Main Menu press and hold L1, now enter: ↑ □ □ △ → ↑ ○ △.
The menu wheel will spin a little bit to the Create a Skater option, then put in one of the names below. They are all the programmers at Neversoft who made Tony Hawk's 2. They might not be great skaters, but it is a lot of fun.

Joel Jewett	Connor Jewett
Mick West	Aaron Cammarata
Ralph D'Amato	Noel Hines
Gary Jesdanun	Ryan McMahon
Nolan Nelson	Johnny Ow
Scott Pease	Chris Rausch
Darren Thorne	Jason Uyeda

TURBO MODE
To increase the speed of the game by 25%, pause the game and press L1 and enter:
↓, □, △, →, ↑, ○, ↓, □, △, →, ↑, ○.
UNLOCK EVERYTHING
To unlock everything except Private Carrera enter this code. Start your run as normal and then pause the game. Hold L1 and enter: ×, ×, ×, □, △, ↑, ↓, ←, ↑, □, △, ×, △, ○, ×, △, ○. Now end run to be free to enjoy the Chopper Drop, Officer Dick and even Skate Heaven.
For the following cheats pause the game and hold L1. Now enter each of the codes. If the cheats are put in correctly the screen will shake.
UNLIMITED SPECIALS
× △ ○ ○ ↑ ← △ □
TURBO MODE
↓ □ △ → ↑ ○ ↓ □ △ → ↑ ○
FULL STATS
× △ ○ □ △ ↑ ↓
TOGGLE BLOOD ON/OFF
→ ↑ □ △
BIG HEAD MODE
□ ○ ↑ ← ← □ → ↑ ←
FAT SKATER
× × × × ← × × × × ← × × × × ←
THIN SKATER
× × × × □ × × × × □ × × × × □

TWISTED METAL 2

PLAY AS SWEET TOOTH
Press ↑, L1, △, → at the vehicle selection screen. The sound of an explosion will confirm you have the correct code entry. The stage password will not be accessible with this code.
PLAY AS MINION
Press L1, ↑, ↓, ← at the vehicle selection screen. The stage password will not be accessible with this code.
HOMING NAPALM
Accumulate at least two napalms. Fire a napalm, keep the button held, and press ↑, ↓, ↓, ←, ←, →, →. Extra napalms will appear in your inventory to confirm correct code entry. Any napalms collected will act as homing napalms when fired and track their intended target.
ETERNAL LIFE
Hold L1 + R1 and quickly press ↑, ↓, ←, →, →, ←, ↓, ↑ during the gameplay. A sound and text message will confirm correct code entry.
UNLIMITED WEAPONS
Hold R2 + L2 and quickly press ↑, ↓, ←, →, →, ←, ↓, ↑ during the game. A sound and text message will confirm you have entered the code correctly.
MEGA GUNS
Hold R2 and quickly press ↑, ↓, ←, →, →, ←, ↓, ↑ during the game in two player co-operative tournament mode. A sound and text message will confirm you have the correct entry.
POWER HIT
Select Axel as a character. Hold R1 and quickly press ↑, ↓, ←, →(2), ←, ↓, ↑ during the game. Run into one of the other vehicles to do massive damage.
STRONGER SHOCK WAVE
Select Axel as a character. Now hold R2 and quickly press ↑, ↓, ←, →, →, ←, ↓, ↑ during the game. When playing, run into one of the other vehicles and you'll do massive damage.
RANDOM VEHICLE
Press R1 at the vehicle selection screen for a random vehicle.
ROOFTOP EXTRA TRACK
Press ↓, ←, R1, ↓ at the two player challenge match track select screen. A loud noise will confirm correct code entry.
JET MOTO SUICIDE SWAMP EXTRA TRACK
Press ↑, ↓, →, R1 at the two player challenge match track select screen A loud noise will confirm correct code entry.
CYBURBIA TRACK
Press ↓, ↑, L1, R1 at the two player challenge match track select screen. A loud noise will confirm correct code entry.
TRADE WEAPONS FOR HEALTH
Press ↓, ↑, →, ←, ↑, ↑, ↓, ↓ during the game. All weapons will be converted to health.
HIDDEN FMV SEQUENCE
Press ↑, ↓, L1, R1 at the SingleTrac logo screen. The code should be entered when the logo changes into its second form.
WEAPON LIST
Press Select + ↓ to select weapons from a list instead of a group of icons. A loud noise will sound to confirm that you have the correct code entry.
REAR VIEW MIRROR
Press Select + → during the game.
DISABLE RADAR
Press Select + ← during the game.
SELECT VIEW
Hold ↑ and press Select during the game in one player mode to switch to a helicopter and an overhead view. In two player mode, this will select how the screen is split.

U IS FOR...

ULTIMATE FIGHTING CHAMPIONSHIP

MAX OUT STATS
In Career mode, enter these stats on the ability points screen to receive the maximum abilities.

Life:	23
Power:	51
Speed:	3
Endurance:	9
Stamina:	27
Octagon Control:	77
Ground Skill:	34

V IS FOR...

V-RALLY 2

UNLOCK EVERYTHING
Go to the option screen then press × when Game Progression is highlighted. Type in the following while on the menu screen:
L1, R1, ←, →, ←, →, ↑, ↓, ↑, ↓, ×, × + Select (at the same time). Now press × over every box on the Game Progress page. A dong sound will confirm that you have entered the correct code.

VICTORY BOXING

SECRET BOXERS
In Open Style, fight until you are champion to access a Jack-In-The-Box boxer. Defend the championship title five times to access Snake.
In Peek-A-Boo, fight until you are champion to access Kiki and Mimi. Defend the championship title five times to access Edward King (the promoter).
In Peek-A-Boo, fight until you are champion to access Roboxer. Defend the championship title five times to access Carrie.

VIGILANTE 8

ENTER THE FOLLOWING CODES AS PASSWORDS
All standard characters – GANGS_ALL_HERE
Alien character – INVITE_VISITOR
Factory and Secret Base levels – SECRET_LOCALESS
All standard characters, alien character, both bonus levels – GIMME DA WORKS
Bonus characters and levels – WMNNWLHTSCUCLH
Big wheels – MONSTER_WHEELS
Homing missile power-up – DEADLY_MISSILE
Low gravity – REDUCE_GRAVITY
No enemies – GO_SIGHTSEEING
Invincibility – I_WILL_NOT_DIE
View FMV sequences – SEE_ALL_MOVIES
Two of same vehicle in two player mode – SAME_CHARACTER
Expert mode – HARDEST_OF_ALL
Slow motion mode – SLOW_MOTION_ON
VR Powerboat Racing
Enter the following as passwords
Champion mode – CUP
Bonus monohull boats – PLA
Minnow-class catamaran boats – MIN
Pike-class catamaran boats – IKE
Barracuda-class catamaran boats – CUD
Slalom level – L.R
Mine level – U.G
ENTER THE FOLLOWING CODES AS YOUR NAME
Fast boats – ZOOOOOM
Mini-boats – COMPACT
Elongated boat – LONGONE
Large engines – LARGE
Automatic turbo collection – HELPME
Big head mode – DEFORM

W IS FOR...

WCW BACKSTAGE ASSAULT

UNLOCK MIKE AWESOME
Put your opponent through a table, bench or couch.
UNLOCK 3 COUNT
To unlock the three members of 3 Count hit your opponent over the head with the TV in the Media Center.
UNLOCK VAMPIRO
Set your opponent on fire.

WCW NITRO

UNLOCK SINGLE SET OF WRESTLERS
Press R2, L2, R1, L1, L1, R1, L2, R2, Select at the options screen. Then, highlight a wrestler at the Character Selection screen and press L1, R1, L2, R2, L1, R1, L2, R2, Select. All three hidden wrestlers related to that wrestler will be unlocked.
UNLOCK ALL WRESTLERS
Press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, Select at the Character Selection screen. A sound will confirm correct code entry. All 48 bonus wrestlers will now be available to you.
RING SELECT
Press R1, R2, R1, R2, Select at the options screen. A sound will confirm that you have entered the code correctly. Press Select to display the next ring in the series.
MORE RINGS
Press L1, L2, R1, R2, L1, L2, R1, R2, Select at the options screen. The Graveyard, Spaceship, Circus, Hive, Turbo, Wunderland, Boudoir, Hall of Mirrors, Reck Room, Psychodelic, Disco, Jungle, 1984, Quark, and Texas rings will now be selectable.
HIDDEN RANTS
Highlight any wrestler at the character

selection screen. Press ○ to hear his comments.

WILD ARMS

MULTIPLE ITEMS

This trick works when only one of the items to be duplicated is present. Enter a battle and perform the following actions.

1. Have the first character use a healing item, such as a berry or medicine.
2. Have the second character also use the same healing item as the first.
3. Have the final character exchange the positions of the healing item and the item to be multiplied in the inventory. Then, have Rudy use the healing item. After winning the battle, the inventory will contain 255 of the item that you chose to multiply.

WIPEOUT

SECRET TRACK

Highlight the one player option on the menu screen. Hold R1 + L1 + → + START + ○ + □, then press ✕. A secret track called Firestar will be available at the bottom of the track list.

RAPIER CLASS

Highlight the one player option on the menu screen. Hold R2 + L2 + ← + START + SELECT, then press ✕ to select the new option. The Rapier class is now available.

WIPEOUT 2097

ANIMAL SHIPS

Hold L1 + R2 + START + SELECT while the game is loading. Keep the buttons pressed until the menu appears. The vehicles will be changed now to a bee, snail, pig, flying saucer, and also a shark.

CHALLENGE I MODE

Enter □, ○, □, △, ○, △, △, ○, □, □, □, △, ✕, □ as a password.

CHALLENGE II MODE

Enter □, ○, □, △, ○, △, ✕, □, ✕, △, △, ✕, ○, ○ as a password.

ALL TRACKS

Hold L1 + R1 + SELECT, then press □, ○, △, ○, □ at the main menu. All tracks, including the secret Phantom class vehicle will be accessible.

UNLIMITED ENERGY

Press START to pause the game. Hold L1 + R1 + SELECT, then press △, ✕, □, ○, △, ✕, □, ○.

UNLIMITED TIME

Press START to pause the game. Hold L1 + R1 + SELECT, then press △, □, ○, ✕, △, □, ○, ✕.

UNLIMITED WEAPONS

Press START to pause the game. Hold L1 + R1 + SELECT, then press ✕, ✕, □, □, ○, ○, △.

MACHINE GUN

Press START to pause the game. Hold L1 + R1 + SELECT, then press □, ○, ✕, □, ○, ✕, △.

PHANTOM CLASS

Hold L1 + R1 + SELECT, then press ✕, ✕, ✕, ○, ○, ○ at the main menu. The Phantom class vehicle will be now be accessible for you to drive.

PIRANHA TEAM

Hold L1 + R1 + SELECT, then press ✕, ✕, ✕, ✕, ○, △, □ at the main menu.

PIRANHA CRAFT, AND MORE

Hold L1 + R1 + SELECT, then press □, ○, □, △, ○, ✕, □, ✕, ○, □, △, ✕, □ at the set-up screen. The Piranha craft, all tracks, and a gold award on all tracks will be available.

VOSTOK ISLAND AND SPILSKINANKE HIDDEN TRACKS

Hold L1 + R1 + SELECT, then press □, ○, □, △, ○, △, ✕, △, ○, ○, △, ✕, ✕, □ at the main menu.

WIPEOUT 3

Now there aren't too many cheats for *Wip3out*, but when they're as useful as these, you don't really need any more. All the following codes are entered in the player's name option. Head for the Options Menu and then select the Game Setup screen. Then tap these in as the Default Name.

WIZZPIG
Open all tracks
AVINIT
Open PhantomClass
JAZZNAZ
Open all teams
NOWHEELS
No collisions
GEORDIE
Unlimited thrust and shields
MOONFACE
Infinite Hyperthrust
CANER W
Unlocks all four prototype tracks
THE HAIR
Unlocks all the challenges
BUNTY
Frees all the challenges
BEBEDEE
Changes the colour of the turbo triangles
DEPUTY
Infinite weapons

WWF: ATTITUDE

To get the character you want simply win the WWF in either Challenge or Career mode, in either normal or hard difficulty, playing as the character listed next to them. Once you've done this press L2 or R2 at the Character Selection screen.

THE REFEREE

Complete career mode successfully as "Stone Cold" Steve Austin to unlock the referee in PPV events.

SABLE

Win the WWF title as a female created wrestler.

SHANE

Win the WWF title as a male created wrestler.

Chyna
Triple H.
Head
Al Snow.
Test
Chyna.
Vince McMahon
'Stone Cold' Steve Austin.
Shawn Michaels
Badass Road Dogg or X-Pac.
Sgt. Slaughter
Shawn Michaels.
Pall Bearer
The Undertaker or Kane.
Godfather
D-Lo Brown or Mark Henry.
Marc Mero
Goldust.
Jerry Lawler
Owen Hart or Jeff Jarrett.
B. Christopher
Jerry Lawler.

WWF SMACKDOWN! 2

UNLOCKABLES

Play each event in Career mode and you wil be able to unlock the following characters, items and events in the list below.

FIRST SEASON BACKLASH

Steve Austin
New Move Set: 1
New Standard Parts: 3
New Character: 1
New Titantron: 1

FIRST SEASON JUDGMENT DAY

Shawn Michaels
New Move Set: 1
New Standard Parts: 3
New Character: 1
New Titantron: 1
New Match Type: Iron
Man Referee

FIRST YEAR KING OF THE RING

Bily Gunn
New Move Set: 1
New Standard Parts: 3
New Characters:2
Titantron: 1

AFTER THE FIRST SEASON CHAT WITH VINCE MCMAHON

Pat Patterson
Gerald Brisco
New Move Sets: 2
New Standard Parts: 6
New Characters: 4

AFTER THE FIRST SEASON CHAT WITH PETE GAS, RODNEY, AND JOEY ABS

Pete Gas
Rodney
Joey Abs
New Move Sets: 3
New Standard Parts: 9
New Characters: 6
New Titantron: 1

AFTER THE FIRST SEASON MATCH WITH DEBRA

Debra
New Move Sets: 1
New Characters: 2
New Characters: 2
New Titantron: 1

FIRST YEAR NOW WAY OUT MATCH

Cactus Jack
New Move Sets: 1
New Standard Parts: 3
New Characters: 2
New Titanron: 1

FIRST SEASON WRESTLEMANIA

Mick Foley
New Move Set: 1
New Standard Parts: 3
New Characters: 2
New Titantron: 1
New Movie: Credits (view in Options menu)

SECOND YEAR OPENING EVENT

Michael Cole
New Move Set: 1
New Standard Parts: 3

FIRST SEASON TLC MATCH APPEARS ON EVENT CARD

New Match Type: TLC Single and TLC Title
Note: You do not need to wrestle in this match to unlock it.

FIRST SEASON TABLE TORNADO TAG APPEARS ON EVENT CARD

New Match Type: Table Tornado Tag
Note: You do not need to wrestle in this match to unlock it.

WWF: WARZONE

VIEW FMV SEQUENCES

Enter the following code when "Press Start" appears on the opening screen. Hold L1 + L2 + R1 + R2 and press ↓ + ✕, ← + □, ↑ + △, → + ○. Release L1 + L2 + R1 + R2, then press ↓ + ✕, ← + □, ↑ + △, → + ○. Repeat the entire code again, then press L1 + L2, R1 + R2, L1 + L2 + R1 + R2. The phrase "Movie 1" will appear to confirm that you have entered the code correctly.

Press ✕ to view this movie, or press ↑ + ✕ to view the next FMV sequence.

VIEW FMV SEQUENCES (ALTERNATE)

Press ↑ + △, → + ○, ↓ + ✕, ← + □, ← + □, ← + □, ← + □, R1 + L1, R2 + L2, R2 + L2 at the title screen. The phrase "Movie 1" will appear to confirm that you have the correct code entry. Press ✕ to view this movie, or press ↑ + ✕ to view the next FMV sequence.

VIEW UNLOCKED CHEATS

Press L1 + R1 in the elevator to list the hidden features and modes that have been successfully unlocked as described below.

PLAY AS CACTUS AND DUDE FEATURE

Win WWF title in challenge mode with Mankind under medium or hard difficulty. Cactus Jack and Dude Love will now be available from the Character Selection screen.

PLAY AS TRAINER FEATURE

Enter the training mode and select "Custom" followed by "Trainer" at the Character Selection screen.

PLAY AS SUE FEATURE

Win the WWF title in challenge mode with either Bret Hart or his brother Owen Hart under the medium or hard difficulty level.

Sue, the ring girl, will now be available for you to play as a custom wrestler.

NEW DUDES FEATURE

Win the WWF title in Challenge Mode with the Kane under the medium or hard difficulty level. Additional shirts, jackets, masks, pants, and more clothes will be available in Creation Mode.

EXTRA GOLDUST FEATURE

Win the WWF title in challenge mode with Goldust under the medium or hard difficulty levels. Then, hold L2, R1 or R2 while selecting Goldust on the Character Selection screen to more costumes, including the MarilynDust and DustyDust versions.

EXTRA COLD FEATURE

Win the WWF title with Stone Cold Steve Austin under either the medium or hard difficulty levels. Then, highlight Stone Cold on the Character Selection screen and press L2, R1, or R2 for some additional costumes.

RATTLESNAKE FEATURE

Win the WWF title in challenge mode with a user-created wrestler under the hard difficulty level. You will now be able to select a much pumped-up Steve Austin as a customised character.

NO METERS MODE

Win the WWF title in Challenge Mode with the Undertaker under medium or hard difficulty.

BIG HEAD MODE

Win the WWF title in Challenge Mode with British Bulldog or The Rock under the medium or hard difficulty.

NO WIMPS MODE

Win the WWF title in challenge mode with Ken Shamrock or Farooq under the medium or hard difficulty level. Blocking is disabled when this mode is active.

BEAN MODE

Win the WWF title in challenge mode with Mosh or Thrasher under the medium or hard difficulty level. Belching and farting is enabled. Fantastic!

EGO MODE

Win the WWF title in challenge mode with Ahmed Johnson under the medium or hard difficulty level. Crowd cheers will increase the size of the wrestler's head, while boos will make it shrink.

RANDOM WRESTLER

Hold ↑ and press Block on the Character Selection screen.

ALTERNATE COSTUMES

Hold L2 and select a wrestler at the Character Selection screen under medium or hard difficulty levels.

ANGRY CROWD

Start a match with no CPU players and instead of kicking off just leave the wrestlers standing there without moving or wrestling. The crowd will get extremely angry (no wonder), and J.R. and Vince will add some funny commentary.

X IS FOR...

X-MEN: MUTANT ACADEMY

UNLOCK ALL SECRETS

On the main menu, Press SELECT, ↑, L2, R1, L1, R2.

UNLOCK EVERYTHING

Go to the Options screen and press ○, SELECT, L1, R1, R2, L2, □, □, SELECT.

X-MEN: CHILDREN OF THE ATOM

QUICK CONTINUE

Hold L1 + L2 + R1 + R2 and press START when continuing to keep the same characters as you had before.

FIGHT AS AKUMA

Enter the Character Selection screen, and Omega Red. Finally, highlight Silver Samurai, wait three seconds and press LK + HK + HP. Akuma will appear in place of Silver Samurai to confirm correct code entry.

To fight as Akuma as player two, highlight Storm and wait 3 seconds. Then, highlight Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, and Silver Samurai. Then, highlight Spiral, wait for three seconds, and press LK + HK + HP.

FUN BAGS

TOMB RAIDER III

TREAT LARA REAL NICE WITH OUR HEALTHY PORTION OF CHEATERY!

ALL SECRETS AND KEYS

While playing press L2x5, R2, L2x3, R2, L2, R2, L2x2, R2, L2x2, R2, L2x2

ALL WEAPONS, MEDKITS, FLARES AND SAVE CRYSTALS

While playing press L2, R2 twice, L2 four times, R2, L2, R2 twice times, L2, R2 twice, L2 twice, R2, L2 twice, R2.

FIND THE KEY IN LARA'S HOUSE

To find the key to Lara's race track you first need to lock the butler in the freezer. Then go to your bed room and get the flairs in the room next to her bed. Next go down the hall and go into the attic and light a flair. Find the green or blue box and push it forward twice. Leave the attic and go to the library in the upstairs.

On the bookshelf on the wall on the right there is a book that you have to push. After you push it the fire in the fire place will go out. Go into the fire place and turn left you should be able to climb the wall to a secret passage follow the passage to a room. In the room climb up on to the ledge and push the box from the attic to the left.

Then go to the other end of the ledge, light a flair and pull the lever on the wall. While the door opening scene runs press ○ to turn around and run to the door under the stairs. Once down there find another green box and pull it back once and to the right once. Jump up into the secret passage and into the water. Swim around the tank to the other side but stay near the glass and you find the key in the water. You can find it by looking around the fish tank in the basement.

LEVEL SKIP

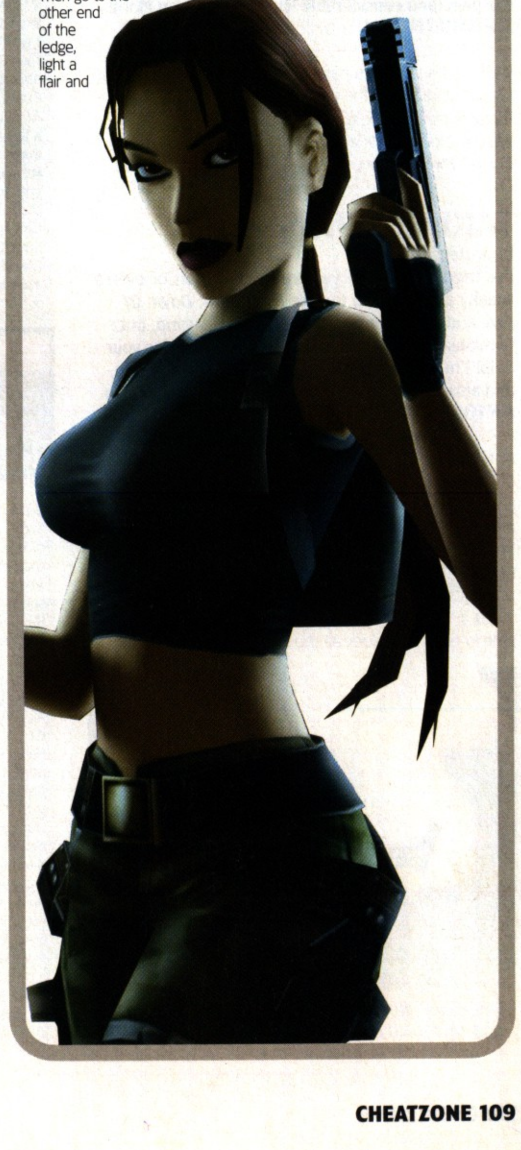
While playing press L2, R2, L2x2, R2, L2, R2, L2, R2, L2x4, R2, L2, R2x4, L2.

RACETRACK KEY

To get the racetrack key, press R2, L2x3, R2, L2x6, R2, L2x5, R2, L2x2 while playing the game in Lara's mansion.

SECRET ROOM IN LARA'S MANSION

When you enter the mansion go to her pool. Behind the diving board you'll find there is a switch. Press it to open a door in the main room with a switch behind it. Pull the switch and quickly turn around and sprint for the room across the hall. Inside you'll find some of the artifacts she's collected on her adventures.



THE HELPING HAND

STUCK? THE HAND CAN HELP! BEST EFFORT WINS A PS2 GAME!

Stuck on a game? Found something great? Just want to chat? The Hand wants to hear from you! All of you.

E-MAIL.....CHEATZONE@FUTURENET.CO.UK
MAIL........HELPING HAND, FUTURE PUBLISHING,
30 MONMOUTH ST, BATH, BA1 2BW
FAX..........01225 732275

EVERY LETTER WINS!!

Yep, every letter we publish will be sent an extra special prize – an Xploder cheats disc, courtesy of Blaze. This nifty piece of equipment is packed with all the latest cheats – all you have to do is whack it in your PS2 drive to access codes for big games like True Crime, FIFA 2004, Hitman Contracts and GTA Vice City.

POINTS SCORING

Dear Helping Hand,
When I create a Superstar in *WWE Smackdown! Here Comes The Pain*, I get some attribute points. Right? Okay. So, I was wondering, can I get more attribute points for my Superstar without having to go through the pain (and considerable length) of Season Mode.
J REDPATH SOUTH SHIELDS

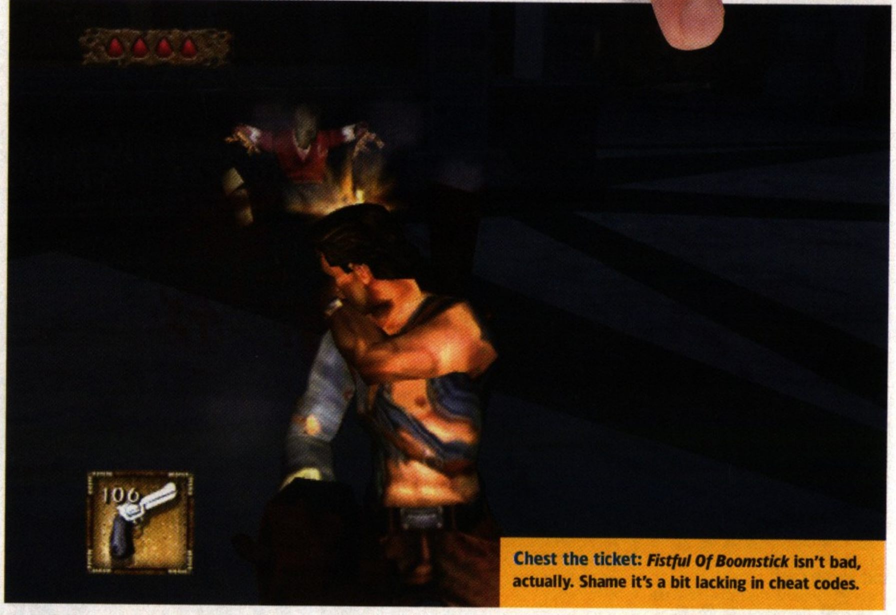
Well, er, 'J', the unfortunate answer to your decent rasslin' teaser is no. Sorry. The only attribute points that make themselves available to you are the attribute points in Season Mode. What a doozy. Naming the game *Here Comes The Pain* never seemed so appropriate, I'll bet.

TAKING GUNISHMENT

Dear Helping Hand,
I've tried looking everywhere for hints, tips or even a sneaky cheat or two for *The Terminator: Dawn Of Fate* and *Mission Impossible: Operation Surma*, but with absolutely zero success. So I'm asking for your help! I'm constantly getting killed on both of them, and also have a nasty habit of running out of ammo.
ANTONY BROUGHTON MERSEYSIDE

Ant, my friend, you look like you could do with some sort of back massage. But seeing as you live in Merseyside, and I've never been past Gloucester before, I think the only course of action is going to be some cheats. I don't like dealing out cheats round my gaff, but I'm willing to make an exception. Seeing as *Mission Impossible* seems to be giving you most heartache, we'll start with that: L1 + R2 + △ + ◎ is what you need to press at the same time in order to unlock all the levels. Unfortunately for you, there's no other cheats, especially the sort of ones that throw ammo your way. On *The Terminator* front, we're not going to break it to you easy and say there's cheats for the game, or that there might be later, because there isn't and there won't be. The only tips we can offer you are the only ones we have for the game. Namely that to unlock HK Recon Threat Data, you need to get four medals, and to unlock T800 Threat Data you need to get four medals on level three. Not a lot of help I know... If you're looking for some sort of Jack Nicholson-style axe revenge, the developers are Paradigm. They're in Texas.

This blows: Not many people bought *Terminator*. And with good reason. It has no cheats for a start.



Chest the ticket: *Fistful Of Boomstick* isn't bad, actually. Shame it's a bit lacking in cheat codes.

ASH TO ASHES

Dear Helping Hand,
Have just bought myself a copy of *Evil Dead: Fistful Of Boomstick*. And for a measley 15 quid. Not bad, eh? Anyway, in my early fifties, and not too quick on the old buttons. Any chance of a – ha! – helping hand?
TERRENCE MOY HULL

Nice to see an elder statesman like yourself taking an interest in games – especially games where you have to remove body parts with a chainsaw. Normally when we get your type round here, they're brandishing a copy of The Daily Mail and talking about how it's not the same since Maggie called it a day. But, we like your attitude, which makes it all the more disappointing that there's no actual cheats for *Fistful Of Boomstick*. However, we'll strike a deal: write in with the bits you're stuck on and we'll try and answer them as best we can in a future issue. Deal?

MUM'S THE WORD

Dear Helping Hand,
I am writing to you as a very concerned mum to find out what you think, as experts in the field of gaming. My son is ten and loves his PS2. However, it seems to me that he spends far too much time on his PS2 and not enough time pursuing other hobbies, like playing outside, doing homework, that kind of thing. When we discuss this matter, though, we always end up in an argument. So have you got any good advice?
CLAIRE WARREN NEWPORT

Claire, if we had all the answers, we'd probably open up some sort of private school where our obvious lack of qualifications would be overshadowed by our abilities to hammer *Pro Evolution 3* and *Hitman Contracts*. The other problem is that our very own Rich – who is "mid-thirties" – loves games so much he not only plays them even as his one year old daughter cries because she's had the same nappy on for three weeks, he plays them *online* against American kids who like guns more than him, so it's hard to offer advice. However, have you considered threatening him with hot candle wax if he fails maths?

SNIPPETS

BOGUS CHEATS SPECIAL!

PLANE LIES

Dear Helping Hand,
I want a *Vice City* cheat that my friend told me about where you got to Escobar International Airport and you stand on a light. Once you've done this, a TM11 fighter jet appears in front of you and if you fly around the whole map three times, when you get back to the runway there's a trailer with an atomic bomb on it.
★ SAM TAHSSEIN, EMAIL

Got to be honest with you Samy and say the chances of that working are less than the chances of Ron Atkinson being invited to speak at the annual Kick Racism Out Of Football fundraiser. Feel free to go back to your friend and laugh heartily – and even a bit aggressively – in his face. An interesting side discussion might be the one about storing atomic bombs in trailers. Isn't a trailer a bit like a caravan? Is that where governments store bombs now? In small mobile holiday homes? Is that how Saddam got away with it? By taking a Bailey four berth across the border into Syria? Go on, ask your friend that. Ask him that while you prod a finger hard into his chest. Ha! We'll see what he says then. Yes indeed. We'll see... ➜

STAR LETTER

IN ASSOCIATION WITH
XPLODER

Every month, the winner of the Star Letter will recieve an Xploder cheats disc from Blaze, and a game of their choice!

CHEATMASTER
TOMB RAIDER
DEF JAM VENDETTA
THE SIMS
BLAZE

The Name Game: How the postman might look if you decided to call yourself 'Eddie Packet Du Chips'. Matt, naturally, being Eddie.

SPHERICAL FANTASY

**Dear Helping Hand,
Here's the locations of the Crimson Spheres in *Final Fantasy X-2*. (*Get them all and you can unlock the door to the Den of Woe* – The Hand) Here they are, listed in chapter order, rather than number order…**

9. Chapter One
Go to the Den of Woe to automatically pick it up.

7. Chapter Two
At the Den of Woe Nooj will hand it over (regardless of which side you give the Awesome sphere to).

10. Chapter Two
In the Logos room – you can find it easily enough.

4. Chapter Three
At Guadosalam, speak with four people. Now go to the Circle bedroom hidden on the top of Guadosalam.

1. Chapter Three
When you have to help the machine faction, go to Bevelle and go underground to pick it up off the floor.

2&3. Chapter Three
Get yourself along to the Farplane Gippa. From there, Nooj will give them to you at the end of the chapter.

5. Chapter Four
After 1,000 Words, go to the engine room and talk to that Leblanc woman – she will give it to you.

6&8. Chapter Four
Go to the opposite side of where you lower the lift destinations and after the scene you'll get a sphere. The other one is in Via Infinito in Bevelle on Level 20.

PAUL 'MAC' VIA EMAIL

Top work, Mac. So top, in fact, that we're going to get Blaze to send you one of those Xploder cheats cartridges. All you need to do know is mail us some sort of address where we can send you your prizes. Oh, and your full name might be an idea too. Though, having said that, any name will do, as long as you recognise it when the parcel arrives. And as long as you're not too bothered about the postman looking at you like you're some sort of freaking loser. Either way, drop us a line and it's job done.

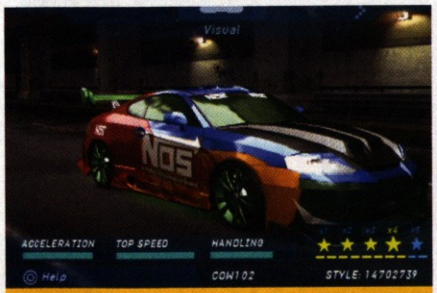
DECALICIOUS: PART I

Dear Helping Hand,
You asked for our decals in your *NFS: Underground* guide in issue three – well, here are mine. Nice, eh?

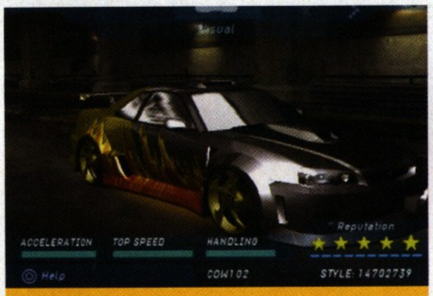
HYUNDAI TIBURON GT V6

Body • Front Bumper: Rage • Back Bumper: Blast • Skirts: Blast • Hood: Mongoose CF • Roof Scoop: Gills • Spoiler: Hammerhead **Accessories** • Neon: Green Pulse • Headlights: Eyelids • Tail Lights: Crimson • Muffler Tip: Rumble • Window Tinting: Medium Green **Rims** Enkei Suzuka **Decals** • Windshield: NOS • Rear Window: NOS • Left Quarter Panel: NOS • Right Quarter: NOS **Vinyls** • Top Layer: Manufacturer-NOS • Layer Two: Body-Body5 • Layer Three: Body-Body3 • Bottom Layer: Body-Body1 **Paint Palette** (Top Bar) • Brake: Third along • Base: Third along • Layer 2: Third along • Layer 3: Fourth along • Bottom Laver: Seventh along • Rims: Last along • Muffler Tip: Last along • Engine accent: Last along • Spoiler: Last along • And last but not least… all colours gloss Level 1.

SEAN PEARSON WISBECH



Nos way, José: Neat little car, this, from Sean. Like the back end better than the front, but good job.



An old flame: The Nissan Skyline always has that classy air. Nice lick of paint from Chris, mind you…

DECALICIOUS: PART II

Dear Helping Hand,
Here's a response to your *NFS: Underground* guide where you asked for our cars. A very fast resonse…

NISSAN SKYLINE

Body • Front Bumper: Blast • Back Bumper: Blast • Skirts: Blast • Hood: G-Force CF • Roof Scoop: Ventrix • Spoiler: Supernova **Accessories** • Neon: Gold Pulse • Headlights: Eyelids • Tail Lights: Chrome • Muffler Tip: Sonic • Window Tinting: Dark Black **Rims** Enkei Shogun **Decals** • Windshield: NOS • Rear Window: NOS • Left Quarter Panel: NOS • Right Quarter: NOS **Vinyls** • (Layer 1) Flames 40 • Colour1: Yellow • Colour2: Orange • Colour3: Red • (Layer 2) Body Vinyl 2 • Colour: Gold **Paint Palette** • Base: Fifth from left on bottom row of pearlescent paint set • Rims: Fourth from left on top row of the gloss paint set • Spoiler: Fourth from left on the second row of gloss paint • Brakes: Same as previous entry • Engine: Same as previous entry • Muffler tip: And same again.

CHRIS JONES VIA EMAIL

SNIPPETS

➔ SEA THIS?

**Dear Helping Hand,
I've heard that, if you hold down R1, R2, L1, L2, ◎ and ⊗ when you complete all Rampages in *GTA: Vice City*, you can access an army plane at the airport. My friend also reckons that, once you've accessed the plane, you can fly it off the coast of Vice City and across the ocean to Liberty City from *GTA3*.**
★ ANTONY GRAY, EMAIL

Does he now? This one must have been doing the rounds quite a lot, because we had a couple of emails saying – broadly – the same thing. So let's dispel the myth: this is complete and utter tosh. A lie. One big crazy lie. If it were true, however, it would probably be the greatest cheat ever. Being able to fly from one game island to the next is actually a bloody good idea, mind, we'll give you that. But, still. Time to execute some sort of pointing-an-accusing-finger-at-your-mate trick.

PRO PLAY

**Dear Helping Hand,
I'm always winning at *Pro Evolution 3*. When I play at home, I press R3 + L3 + L1 and win. And whenever someone plays me, I press R3 + L3 + R2 and they score zero.**
★ TOM QUINN, YORK

This, plainly, is nonsense. Though we were kind of hoping it might work, if for no other reason than being able to stop Steve from going around with his smug I'm-best-at-*Pro-Evo-3*-but-only-because-I-play-it-at-home-when-normal-people-are-sleeping smile.

• *Discovered something brilliant in the game you're playing? Then share it with the world in our Snippets section by emailing us or writing to us. We will print the best ones every issue.*

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Bling!

Thursday 17 June

GTA GOES HIP-HOP
WE REVEAL ALL. PERIOD

THE BIGGEST GAME OF ALL TIME...
ONLY IN PlayStation®2 OFFICIAL MAGAZINE-UK

grand theft auto San Andreas

ASK US!

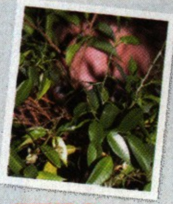
We get paid to play games. So we can answer any question you've got. Easy.

MATT CUNDY

Doesn't use memory cards. Keeps all his game save data inside his unruly eyebrow thickets. Each one stores up to 8Mb.

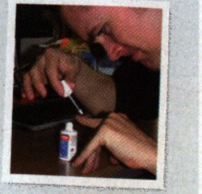
TOM MAYO

Lumpy lazy gaming drone that only stirs from his catatonic state when there's a new RPG or wrestling game to be played.



STEVE C.

Small of stature, but sick of mind. Plays *PES3* with crocodile clips attached to his seed sack to improve his focus. Frightening.



TIM WEAVER

Plays using the 'angry man hitting pad on table' style of gaming. Loves games with a funability score of at least 73%.

CONTACT US: **CHEATZONE**, 30 MONMOUTH ST, BATH, BA1 2BW

Restore the party's HP.
Active Mode
Right Pistilplay
White Pollen
Tough Nuts
Floral Bomb
Hard Leaves
Mirror Petals
Right
Left
113
133
133

Daisy sage: Not only is Yuna's Floral Fallal extremely powerful, it also looks really rather pretty. Aaah.

GARMENT TORMENT

I'm really stuck on *Final Fantasy X-2*. When I got Yuna's Floral Fallal and Rikku's Machina Maw, I went to the dressphere option and I couldn't access them. When I went to the Garment Grid to place the spheres, they weren't on the list. Could you please help me access them?

MATTHEW BUTCHER, E-MAIL

TOM SAYS...

The special dresspheres for all three girls work in the same way, and it's easy to miss it. They can only be accessed once every slot on your current Garment Grid has been used at least once. Unerring Path, for example, only has two slots and is therefore ideal for getting Floral Fallal (or whatever) out nice and quick. Start the battle in one dressphere, press L1 to get to the Garment Grid, change jobs, then press L1 again. Once in the Garment Grid screen for the second time, press R1 and you should open up your special dressphere. If you use a Garment Grid with more slots, you'll need to change jobs more during the battle, but as a consequence the special dressphere will be stronger.

NO COMMENT

Please can you help me? I am trying to find out if there is any commentary on *Smackdown: Here Comes The Pain*. I am very confused about this because the official guide that I have says that it is under the options menu, but when I look it is not listed. I'd be most grateful if you could help.

MARTIN BANKS, E-MAIL

TOM SAYS...

We were a bit confused about this one too, since in the build-up to the release of the game, we were promised commentary at every turn. Rest assured, however, that it most certainly is not in the final game. It's a real shame, but we can only guess that they ran out of time/money and something had to go. Commentary would certainly be a welcome addition, so keep your fingers crossed, and with any luck it will end up in the next Smackdown game!

IN A (RABBIT) HOLE

I'm on Waterway (*Enter The Matrix*) and there's a man behind a grate that I'm supposed to save him. However, no matter what I do he keeps getting shot – please help me because I'm getting very frustrated and I really want to finish the game.

JACOB BACH, HASTINGS

TIM SAYS...

In this section of the sewers, there's a group of SWAT guys right at the end, but you have a perfect chance to ambush them. Dive towards them with Force on and kill as many as you can before you land, mopping up the survivors with a shotgun. Alternatively, throw a grenade in first to cause general havoc. Make sure you kill them as quickly as possible, then position yourself by the grate at the end and aim at the spot you know the guys chasing your friend Wurm will run through. You should be able to take them out with a few shotgun blasts, then move on.

CHASING THE DRAGON

How do you defeat the Dragon in *True Crime: Streets Of LA*? I can get past the heads and demons easy, but can't finish it off – please help me!

THOMAS LARKIN, CORK

STEVE SAYS...

As luck would have it, Thomas, I'm the best at kicking ass in *True Crime: Streets Of LA*. There are actually a couple of different ways that you can approach this fiery final boss, but the best way to deal the greatest amount of damage to him is by having the Hollow Point Bullets upgrade. Just by using these and repeatedly aiming between his eyes, you can take him down surprisingly easy. Or at least I think it's easy.

If you don't have them, we recommend using Precision Aiming Mode to hit it right in the face and mouth – these are its weakest spots. Hitting it inside its mouth will actually stop it launching that nasty flame attack, so you don't have to worry about rolling out of the way. Make sure you don't lose him when he sinks into the lava, and you should be fine – good luck!

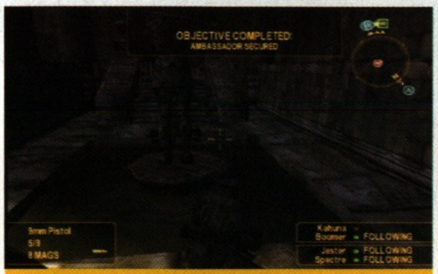
Dragon drop: Pop hollow point bullets into Ancient Wu's pet dragon and kill it dead real easy.

STUFF WE KNOW

MATT SAYS...

***Project Zero 2: Crimson Butterfly*. The game's two main characters are nubile twin sister lovelies, Mio and Mayu. Mio carries a camera and Mayu wears an extremely short dress. Thanks to a gammy leg, Mayu spends most of the game lagging a few paces behind, so Mio is often at the foot of a set of stairs while Mayu is still dragging her heels at the top. To clarify:**

Mio is at the bottom of the stairs with her camera and Mayu is at the top of the stairs in a tantalisingly short dress. In this situation, what would any healthy gamer of the man variety do? Chances are, they'd do exactly what I did and spend at least 30 minutes walking up and down the stairs trying to 'catch the snatch' on camera as Mayu follows behind. Okay, so it's bordering on the depraved, but is it really so very wrong? I mean, I was scared and I saw something beautiful. I felt warm. It comforted me. And, as improvised mini-games go, it's a lot of fun. If you want to give it a go, I'd suggest using either Mayu's normal costume or costume C as these provide the best 'glimpse' opportunities. Apparently, if you complete Mission Mode, you can unlock a maid's costume for Mayu. We haven't managed to unlock this naughty little number yet, but we're working on it...



Touchy Sealy: Securing the ambassador isn't easy, but damn it soldier you're an American! You can do it!

SEAL AND SECURE

I'm really stuck on *SOCOM: US Navy SEALS*. I'm on the mission Operation Good Karma: Temple at Hohn Kaen and I can not secure Eleanor Ness (code name Morgan) or Ambassador Ness. Is it possible to bypass this operation and simply skip to the next one? If there is, could you tell me how.

D C OLIVER, HOLYSTONE

STEVE SAYS...

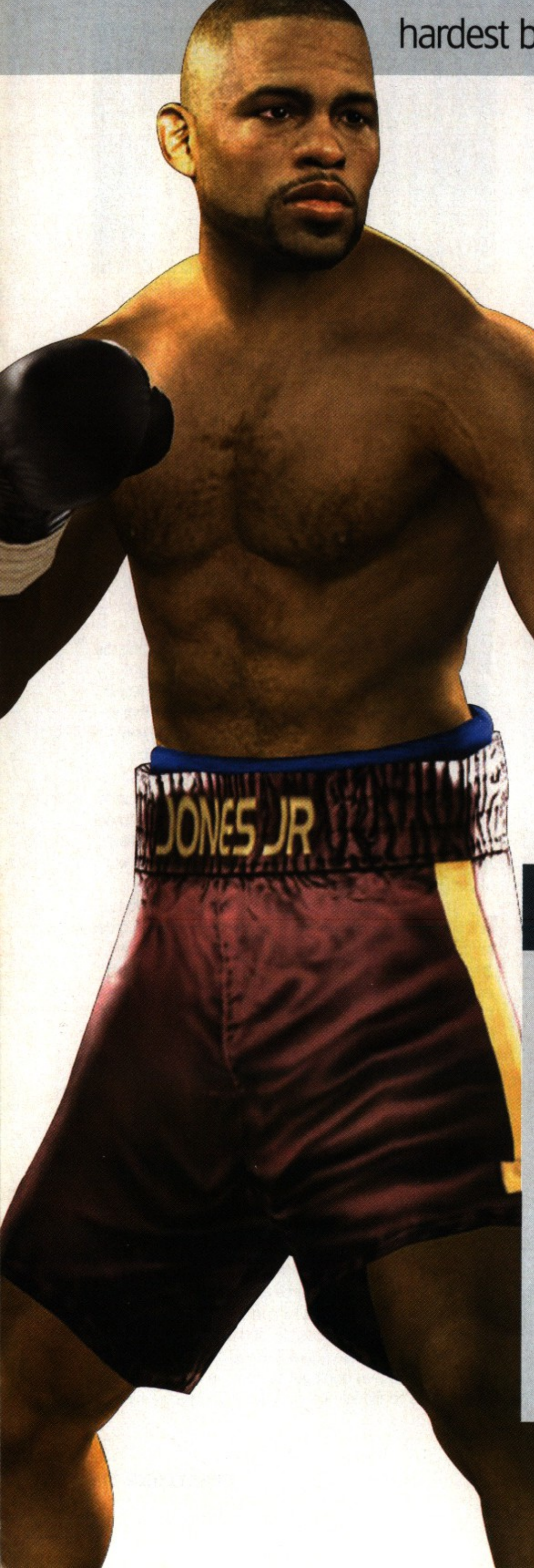
Unfortunately there's no way of skipping this mission, but there are some strategies – which I developed myself by becoming the best at this game – that might increase your chances of success. First, you have to secure Morgan. After entering the temple, you have to be very thorough in taking out every sentry along the way – this will help minimise the risk to her later. Head for the small shrine in the northeast, separate from the main temple, move up to the doorway and order Bravo to Bang/Clear. Once you have Morgan, slip behind and Restrain her. Leave her here for now, since she's out of danger. Now for phase two...

The next stage is absolutely crucial, as you have to lure out and eliminate guards in various directions in order to make the route to the extraction point clear. If they aren't closing in on you, close in on them instead. When entering the temple, use the stairs with the single lion statue on the right side, and Frag/Clear the entrance. Follow your team inside and pick off any survivors, then circle the perimeter, killing enemies as you encounter them. When you're confident that the coast is clear, go and get Morgan and lead her to the extraction point. Now, all you need to do is get the ambassador the hell outta there...

Follow the route on your map, being careful of a sniper who is lurking near the two elephant statues, and again in the next area with a brace of elephant statues there's a guard in an elevated position who can cause problems if you're not careful to take him out quickly. Take the stairs to the right, up to the second level, and kill the nearby sentry on patrol. There's a guy to the north-east on a platform you'll want to kill too. Take care of as many enemies in the area as possible, and the Ambassador will have a fairly sparse guard, but you still want to make absolutely sure they don't get scared and execute him. Once you're confident he's clear, go in and secure him. Job done.

FINGER TIP

Here we take through the hardest bit a game has to offer!



BECOME WORLD CHAMP IN FIGHT NIGHT 2004

AS REQUESTED BY: RAUL SANCHEZ, *LEEDS*

If beating 16 stone brutes into a squashy mess of bleeding eyes and broken noses was an easy business we'd all be at it. But it isn't. Nosiree. As you progress up the rankings you will become a better all round fighter, but so will your opponents. By the time you make it into the top ten, all the fighters are pretty evenly matched, and you won't be able to rely on superior stats to bludgeon your opponent into forced submission. Of course, by the time you get your shot at the title it is random who will be World Champion at the time. However, Rocky Marciano is still regarded by boxing experts as the greatest pound for pound fighter of all time. He was undefeated throughout his professional career so who better to smash into oblivion on your way to world domination? Here, we show you how to do it...

SOFTENING HIM UP

Marciano has a unique fighting stance and some of the most powerful punches in the game. Go in fists flailing and you'll be eating canvas smartish. Wear him down first...

STEP 1

■ The key to getting the upper hand in a fight of this magnitude is to keep your opponent at a distance where you can dictate the pace. If you let Marciano get in your face he will soon make it very, very ugly indeed.

STEP 2

■ Quickly find the range of your jabs and straights. Keep backing off from Rocky, letting him take the fight to you. Whenever he comes into range, tag him with a couple of jabs and then duck back out of range of his counter punches.

STEP 3

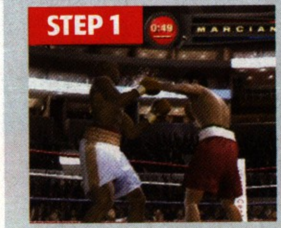
■ Sometimes Marciano will manage to get in behind your jabs and when he does you want to make sure that you avoid is club-like fists. Weave out of the way of his punches using L1 and the left stick to leave him punching thin air.

STEP 4

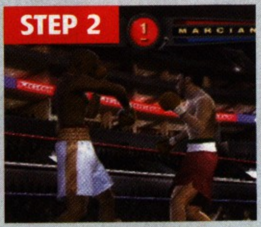
■ After you have have successfully weaved out of the way of one of Rocky's punches he will momentarily be left vulnerable to a counter punch which you need to throw whilst he is still punching. Connecting with one causes him big pain.

GETTING THE UPPER HAND

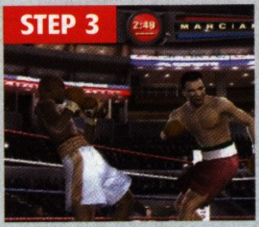
It is quite conceivable that you could keep jabbing and weaving for the whole fight and win on points. But who wants to become World Champ that way? Get stuck in!


STEP 1

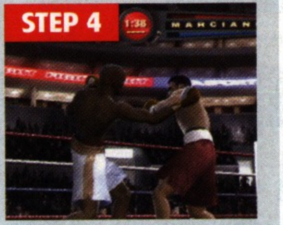
■ After you've worn Rocky down some it's time to start landing some heavier blows to drain his energy. Sometimes you will have no choice but to trade punches and it's inevitable that you'll get tagged – all boxers do.


STEP 2

■ After landing a couple of jabs anticiapte Marciano's counter punch and deflect it by holding R1 and pressing either left or right on the right stick. If you time it right Rocky will be left completely open to a hard hook or uppercut.


STEP 3

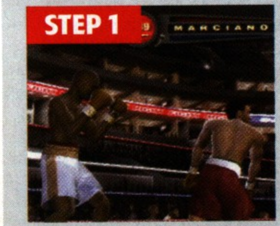
■ After throwing your counter punch take out some insurance and weave back just in case your punch doesn't land. If you miss and don't do this you will find yourself at the mercy of some heavy blows that could lead to you hitting the deck.


STEP 4

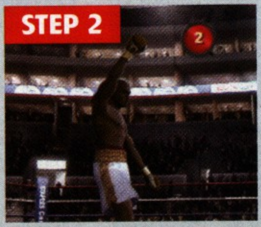
■ Don't just concentrate on Rocky's head no matter how tempting it is. Work his body too with some heavy hooks and uppercuts. If they connect Marciano will drop his guard to counter them – leaving him ripe for some punches to his head.

HERO TO ZERO

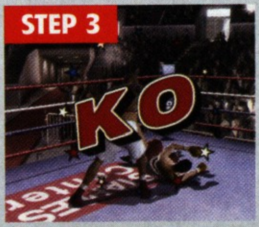
There is only one way to win a World Championship bout in style and that is to knock your opponent spark out. Here's what happens when you do...


STEP 1

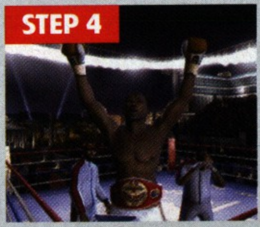
■ Keep on using the tactics we have detailed above and Marciano's energy will quickly diminish. When it is low it's time to throw caution to the wind and move in for the kill. Perfectly timed counter punches cause early KOs.


STEP 2

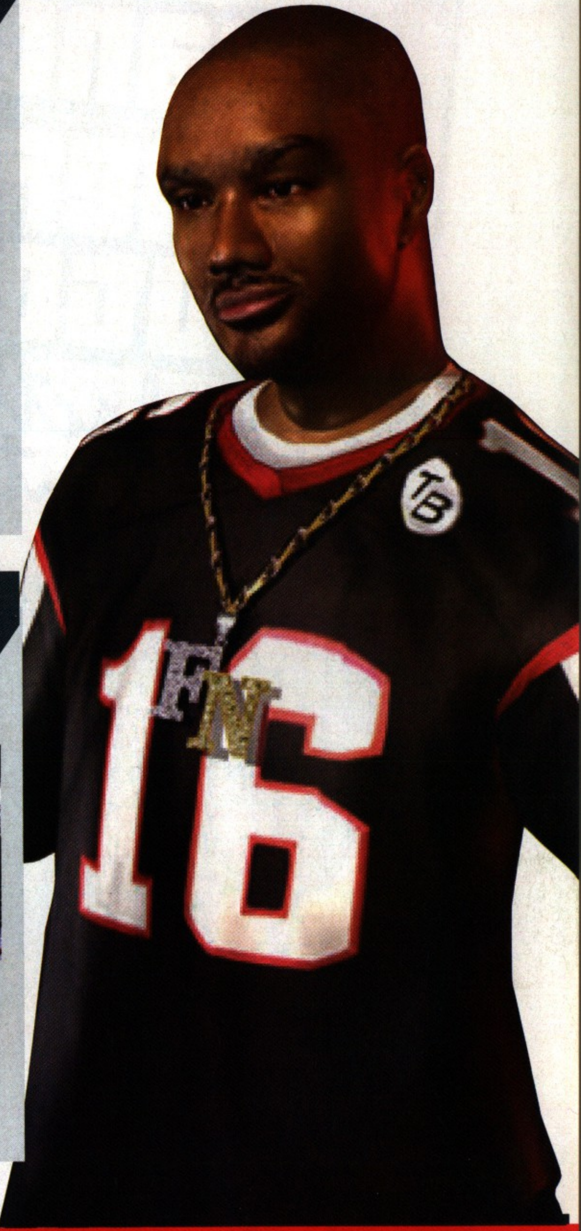
■ Marciano has amazing stamina and you will have to knock him down several times before you actually knock him out. Knocking him down does wonders for your round scores if the fight goes the whole distance.

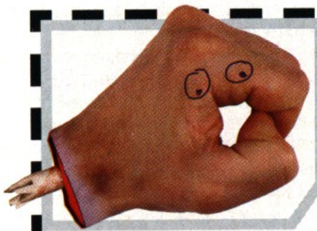

STEP 3

■ After being battered for what seems like an eternity Marciano has finally given up the ghost. This moment makes all the hours spent slugging your way up the rankings worth it. Why not mock the fallen hero a little just to rub salt into his wounds.


STEP 4

■ And this is what it's all about – the World Championship belt. From here on in you are a marked man with plenty of challengers gunning for your belt. Defeat them one by one until your fighter retires in a blaze of undefeated glory.





THE HAND CAN HELP YOU!

Stuck on a specific part of a game? Can't get any further? Then fret no more!

Just fill in the form below, put in as much detail as you can about the problems you've come up against and we'll solve your problem, no questions asked.

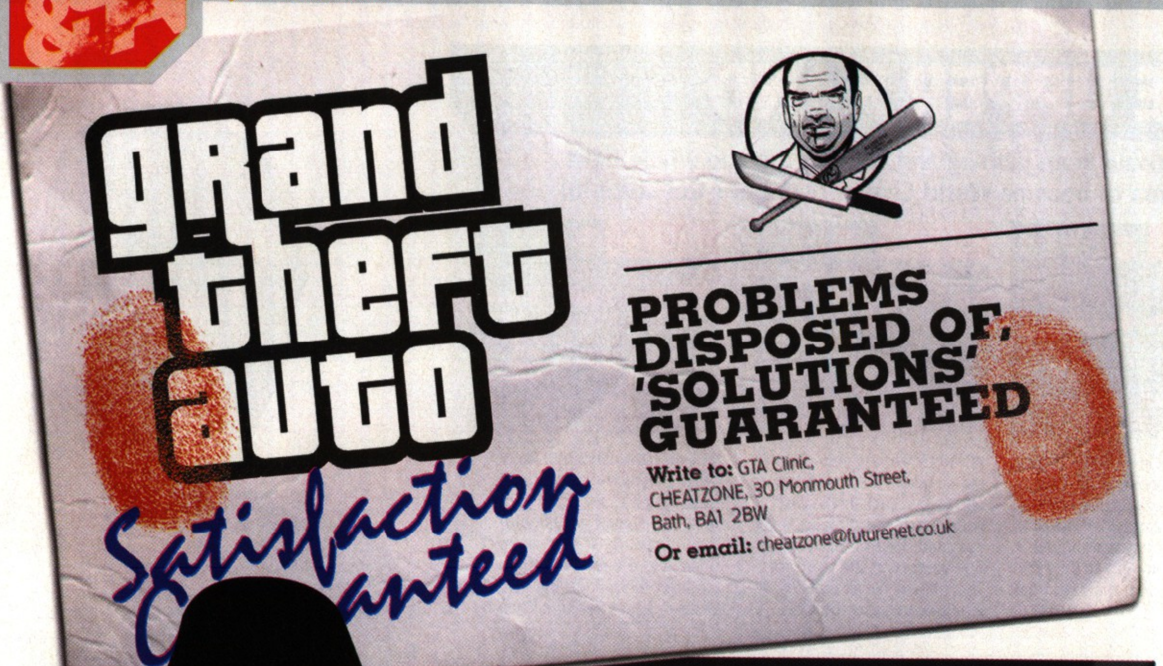
The game I'm stuck on is... ____________________
And this is what's popping my veins... ____________________

Name ____________________
Address ____________________

SEND THIS FORM TO: Helping Hand, **Cheatzone**, 30 Monmouth Street, Bath, BA1 2BW / **OR EMAIL:** cheatzone@futurenet..co.uk

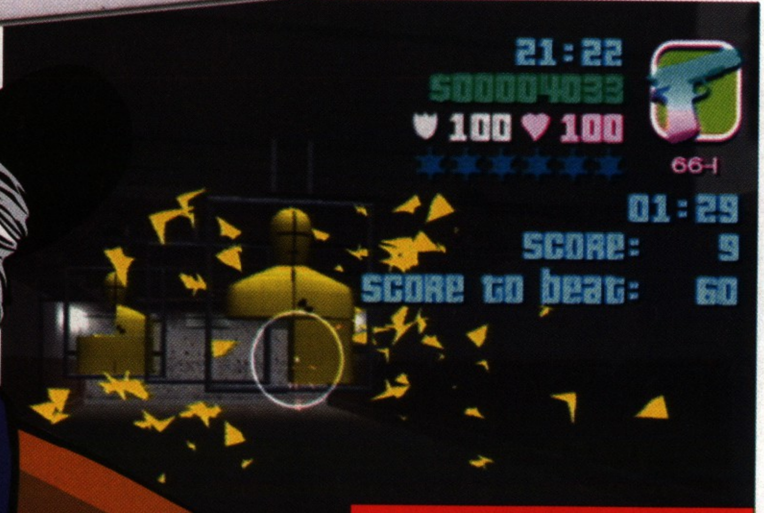
GRAND THEFT AUTO

CLINIC



PROBLEMS DISPOSED OF, 'SOLUTIONS' GUARANTEED

Write to: GTA Clinic,
CHEATZONE, 30 Monmouth Street,
Bath, BA1 2BW
Or email: cheatzone@futurenet.co.uk



On target: The Downtown Ammu-Nation rifle range unlocks when 'The Shootist' is completed.

Q1 CAN I GET INTO FORT BAXTER AIR BASE WITHOUT GETTING SHOT AT?

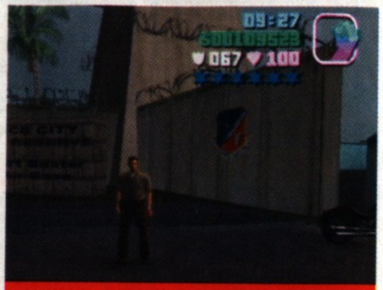
JOHN MARTIN VIA EMAIL

Indeedy you can, but you need to disguise yourself as an officer of the law first. Once you have completed the 'Cop Land' mission, the cop uniform becomes available inside the Vice City Police Department HQ building, which is located in the Washington Beach area on East Island. You'll find the outfit in the locker room on the ground floor (opposite the reception desk as you enter the building). Once you're dolled up copper style, you can stroll around Fort Baxter safe in the knowledge that you're not going to be pumped full of army issue gun spit.

Q2 WHAT IS THE FASTEST BOAT AND WHERE IS THE ARMY HELICOPTER?

JAKE BRIND TILBURY

The Squalo and Cuban Jetmax are the fastest boats. To acquire these beauties, purchase the Boatyard ($10,000) and complete the asset mission 'Checkpoint Charlie'. Once you've completed the mission, the Boatyard is yours and you'll always find the Squalo (which has the overhead frame) and Cuban Jetmax boats docked against the boatyard jetties. Sweet. As for the army helicopter – the Hunter – this only becomes available if you've completed the final story mission 'Keep Your Friends Close' OR have found all 100 Hidden Packages. Once you've achieved either of these, the Hunter appears inside the Fort Baxter Air Base. Check the previous letter on this page for instructions on how to get into the base without being gunned down by the military. Note: before the 'Keep Your Friends Close' mission can be played, all of the asset missions must have been completed.



Pork this way: In the cop uniform you can safely wander around Fort Baxter Air Base.

Q3 HOW DO YOU GET PAST THE MALIBU CLUB ASSET MISSION 'THE SHOOTIST'?

WAYNE CROWELL VIA EMAIL

This mission's pretty easy. It's split into three shooting rounds and your objective is to beat a score of 60. The first round is a straightforward target shoot with three targets moving horizontally in front of you. Each target consists of five pieces and you must shoot the complete target to earn points. The closest target is worth one point, the middle target two points and the far target earns you three points. Position the aiming reticule where the targets cross in front/behind one another so they are effectively in a straight line; you can then shoot several sections from each of the targets with only a minimum of adjustment to your aim. Once the first round is complete, head to the pink marker in the adjoining room.

The second round requires you to shoot targets as they appear behind two rows of windows. All the targets in this round are worth just one point. If you move the right analog stick in straight lines rather than diagonally, you'll find that you'll be able to pick off the targets relatively easily. Once you're done, step forward into the next pink marker. By the end of round two you should be close to accumulating a score of 60.

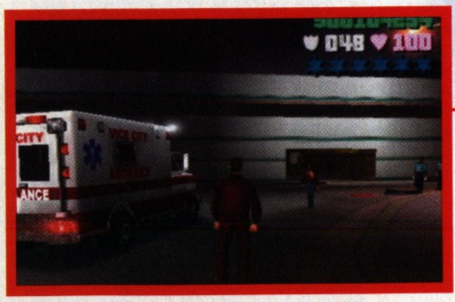
The final round consists of targets appearing from any of the range's mock 'buildings'. Your best bet here is to focus on the bottom window ahead of you and to selectively take out targets that you feel confident you can shoot as they appear. If you keep your cool, you should bag enough points to complete the mission.

Naughtical but nice: Complete the Boatyard asset mission to access the fastest boats.

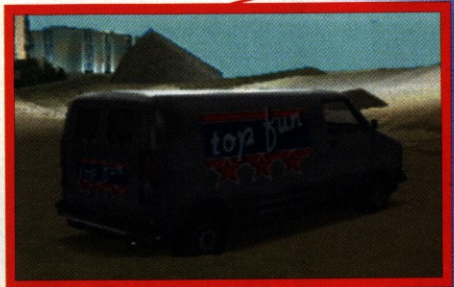
Q4 WHAT ARE THE RC MISSIONS?

ADAM KENNEDY VIA EMAIL

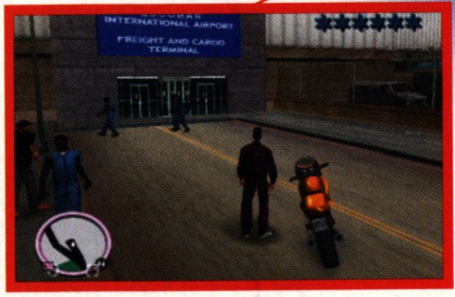
The RC Missions are fun side missions in which you must complete an objective using a radio controlled vehicle. There are three RC Missions in total and completing them is essential if you're going for that hard-as-hell 100% game completion. To begin an RC Mission, simply jump inside the 'Top Fun' vans that are parked in around Vice City. Check our map for the locations of each of the 'Top Fun' vans.



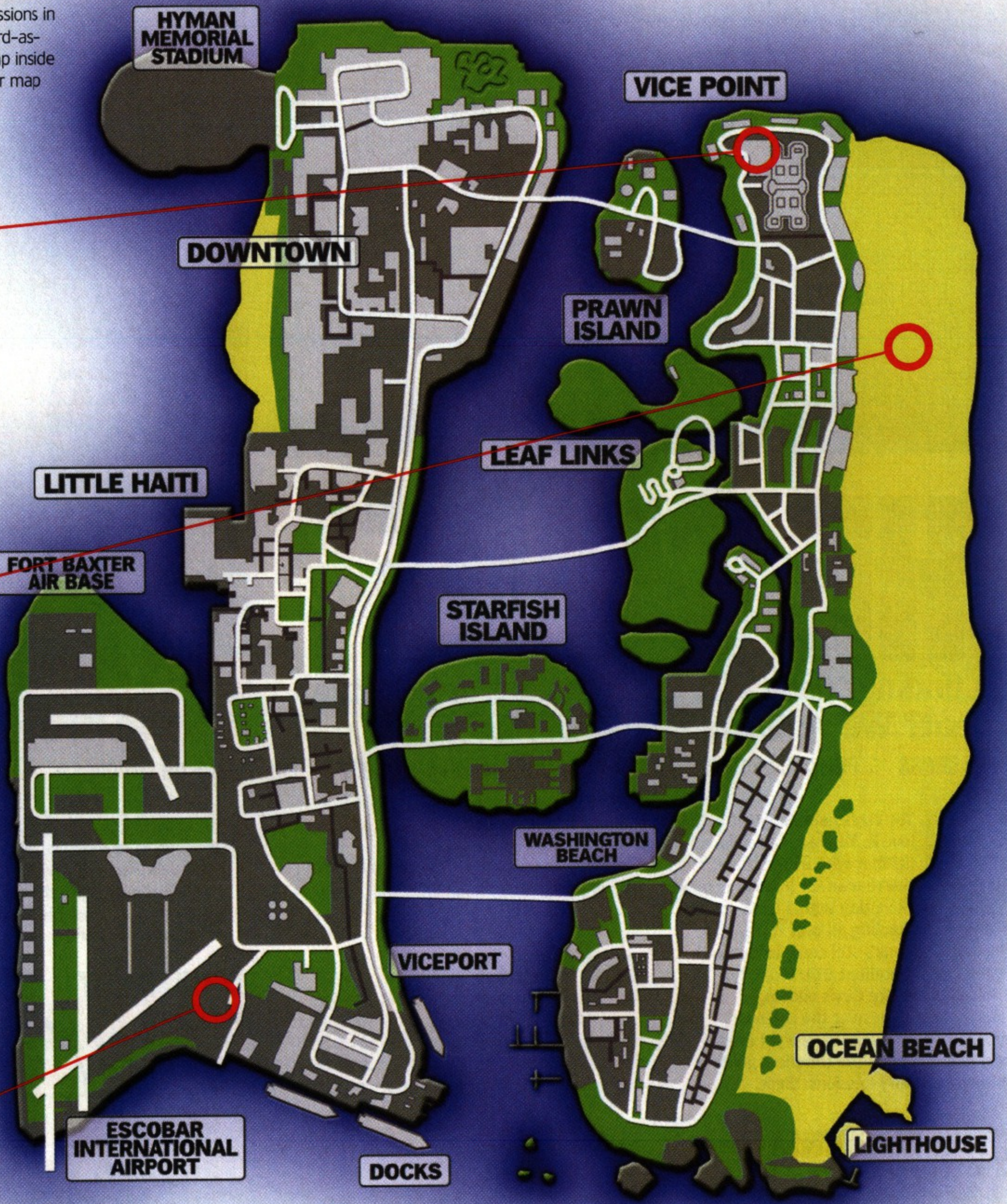
MISSION: RC Baron Race
VAN LOCATION: Top level of car park at Vice Point.
OBJECTIVE: Compete in a checkpoint race with three other RC planes.



MISSION: RC Bandit Race
VAN LOCATION: At the north end of Ocean Beach, near the dirt track.
OBJECTIVE: Compete in a checkpoint race with three other RC cars.


INTERNATIONAL AIRPORT
FREIGHT AND CARGO TERMINAL

MISSION: RC Raider Pickup
VAN LOCATION: Escobar International Airport, by the freight and cargo terminal.
OBJECTIVE: Use the RC helicopter to collect checkpoints scattered throughout the airport. There are 20 checkpoints in total.


HYMAN MEMORIAL STADIUM
VICE POINT
DOWNTOWN
PRAWN ISLAND
LEAF LINKS
LITTLE HAITI
FORT BAXTER AIR BASE
STARFISH ISLAND
WASHINGTON BEACH
VICEPORT
OCEAN BEACH
ESCOBAR INTERNATIONAL AIRPORT
DOCKS
LIGHTHOUSE

☞CUT THIS OUT AND SEND IT IN!

I'M STUCK ON GTA

MY QUESTION IS...

ADDRESS OVERLEAF...

14:27
$00000000
RAFAEL'S
100
Get to the Colonel's boat.

Ooh, suits you, sir: It just wouldn't be the Eighties without a nice pastel suit with the sleeves rolled up. Rafael has earned his fee.

THE GUIDE

Still finding those *Vice City* missions impossible to beat? We've busted them all right here!

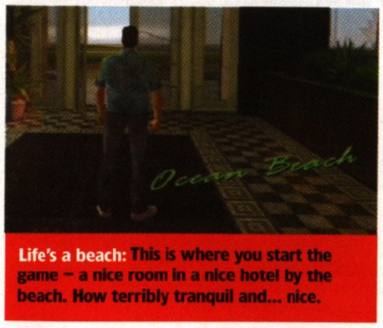
LICE LINE DO NOT CROSS POLICE LINE DO NOT CROSS POLICE LINE DO NOT CROSS POLICE LINE DO NOT CROSS POLICE LINE DO OSS

You can't get enough of it. You love it. You're hooked like a hallibut with a crack habit. You're mad for it. You're crazy like a dog with a frothy mouth drooling all over it. Yep, it seems that everyone's still crazy in love with Rockstar's most excellent *GTA: Vice City*.

To celebrate *Vice City*'s undying popularity (and to answer the millions of mission-related questions we get every month), we bring you the complete guide to all the main story missions. Enjoy.

IN THE BEGINNING

Get in the car provided and drive to the hotel. Walk in the front door and save, then go to the pink marker to start your glittering career as a crimelord. Enjoy this moment while you can because from here on in things are going to get really hairy indeed. Perhaps now is the time to actually take some time out and get used to your surroundings and the controls; perhaps even deal out some beatings.



Life's a beach: This is where you start the game – a nice room in a nice hotel by the beach. How terribly tranquil and... nice.

AN OLD FRIEND

Next stop is the office of a two-bit lawyer called Rosenberg where he will put the first bit of work your way.

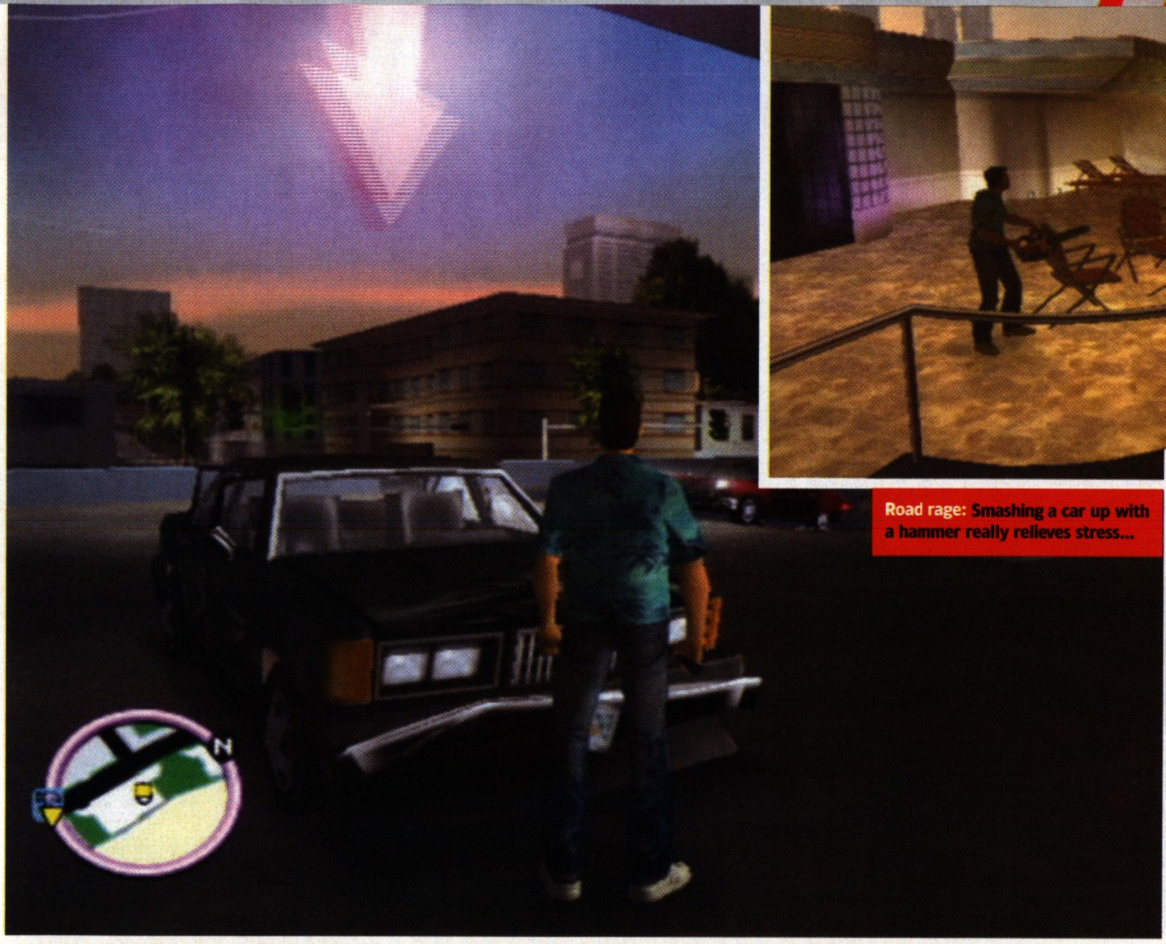
THE PARTY

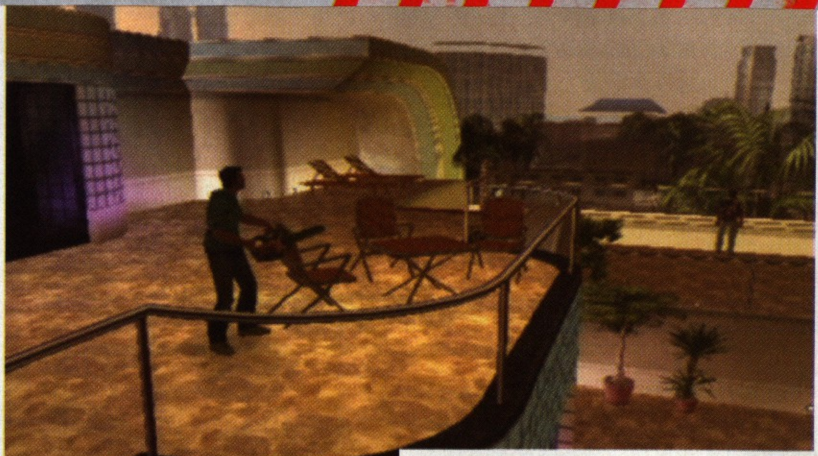
After his deranged wibblings have finally ceased, you need to head to Rafael's as fast as you can to pick up some hip threads. In your new suit, steal the tasty looking bike some fool leaves unattended, and get to the party. You'll get a quick introduction to some colourful characters, then you get the enviable task of escorting Mercedes to the Pole Position club. It's very close by – an easy $100.

- Street outfit (the one you start with) delivered to safehouse(s), and soiree outfit delivered to Rafael's.
- That little house icon indicates that the stripclub here is available to buy and use as a safehouse later on.

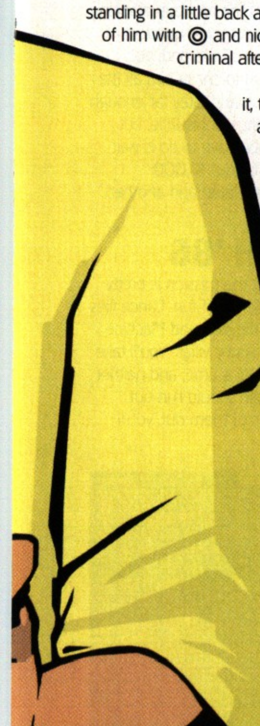
BACKALLEY BRAWL

Back to Rosenberg's office, and the next lead is a 'limey' music industry guy called Kent Paul who can usually





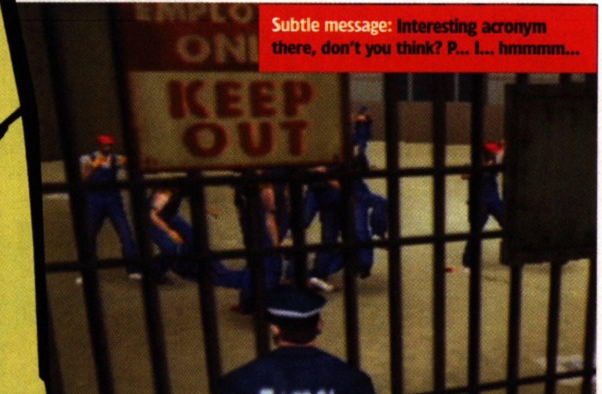
Road rage: Smashing a car up with a hammer really relieves stress...



be found at the Malibu. You can't miss it, it's the pinkest building in the world. Follow his advice and head for the chef of the hotel on Ocean Drive. He's standing in a little back alley, so beat the crap out of him with ◎ and nick his phone. You are a criminal after all.

That's not the end of it, though. Lance comes up and presents himself as an ally – better trust him for now, since there's a load of angry chefs after your ass. Stopping to try and kill them only risks getting damaged yourself, so sprint after Lance with ⊗ and get in the cool Infernus with him. Go check out the Ammo-Nation store and remember, you can only hold ONE of each of the eight weapon types at any time. One kind of Pistol, one kind of Shotgun, and so on. Get back to the hotel for a sweet $200 mission reward. And a uch deserved breather.

Once in the hotel, you'll get a call on the stolen mobile. Could this be another lead? Hmmm... If you like, you can change clothes in your room before leaving for Rosenberg's again.



Subtle message: Interesting acronym there, don't you think? P... I... hmmmm...

JURY FURY

You have to intimidate some jury members as a favour – easy peasy. Pick up the Hammer and head to the first target. You can do them in either order, of course. The pink arrow will be over a lone car in one instance – trash it with the Hammer 'til you get a cut-scene – and over the juror himself in the other.

We trashed his car, then threatened him by pointing a gun at him. He panicked, ran to his car, then the cut-scene automatically kicked in (presumably when he realised it was knackered) and we earned our $400.

You'll get a call from your concerned boss, checking on your progress.

- **Get to the payphone next to the mall in Washington (phone call).**

RIOT

Another favour, another distraction from the business at hand. Pah. Well, best get Avery Carrington's problems sorted. For the second time, Rafael's will kit you out in appropriate garb – worker's overalls this time (what a great place Rafael's is). You need to head to the strike, which is right next to the bridge, and start fighting with at least four other workers to get a riot going.

Once everyone's fighting, there are three vans to destroy. Two are easy – a single shot to the nearby explosive barrel takes them out. The other is trickier – we'd recommend shaking off any workers attacking you, then getting in it and simply ramming a wall a few times before getting out and back to a safe distance. $1,000 is yours.

- **You can now accept missions from Avery Carrington.**

- **After a phone call, a new contact is opened at the Marina at Ocean Beach.**

TREACHEROUS SWINE

Head to the new contact area, at the Marina. This now replaces Rosenberg's office as the place to go for plot-related missions. And guess what? Your first assassination already. Get this, you're given a Chainsaw to do it with. Gonzales is the hapless target, and it's a simple matter finding his hotel. After a short cut-scene you'll have to run after the fat fool, with two of his bodyguards on your arse. You run slower while holding the Chainsaw, so unequip it and hold ⊗ for a burst of speed, then equip it again – he only takes a brief slash. Deal with the bodyguards, then find a car quickly to escape the police, who are suddenly very interested in you. This is where you get introduced to the Pay And Spray, so nip in and heave a sigh of relief. $250, thank you very much.

MALL SHOOTOUT

Tapir snout, anyone? Er... anyway... another favour to perform, this time involving meeting a courier at the mall. Sounds simple enough. But just to be on the safe side, stop by the nearby Ammo Nation first and pick up an Ingram Mac 10. When you get to the mall, head up the escalators to meet your contact who is, of course, French. Sadly, the deal is interrupted by a load of gendarmes, and he scarpers.

He heads right for a nippy little bike around the corner, so if you so desired you could destroy it before meeting him, cutting off his escape route. If you decide to chase him down, ignore the other bike placed temptingly in your path and carjack something a bit sturdier – at this stage bikes are too difficult to control, and you want to just stomp

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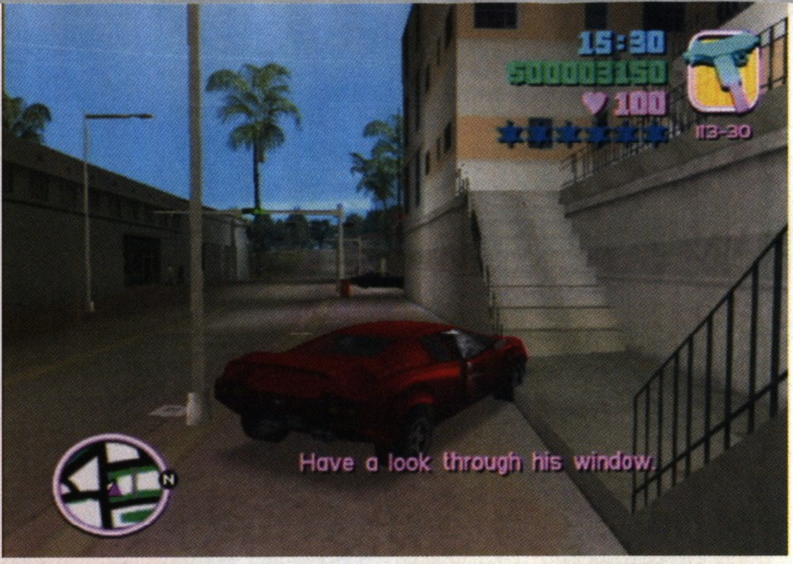
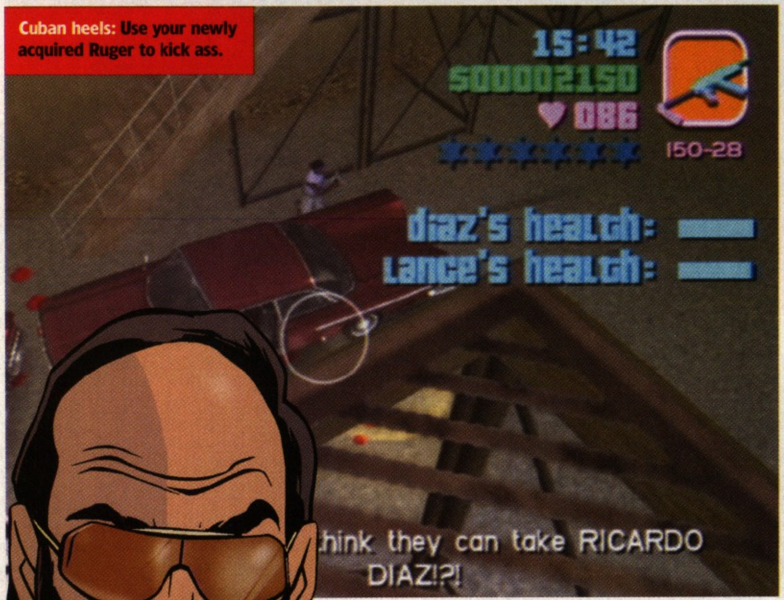
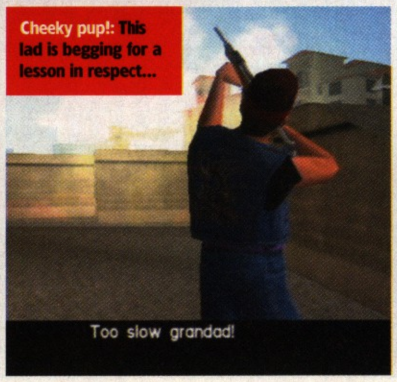


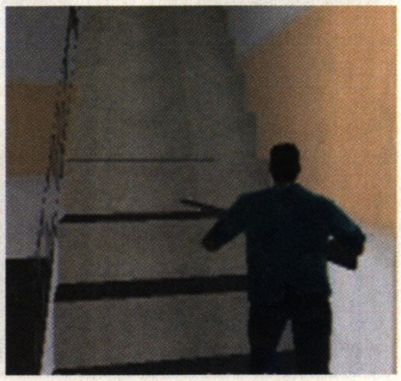
Have a look through his window.


Cuban heels: Use your newly acquired Ruger to kick ass.

hink they can take RICARDO DIAZ!?!


Cheeky pup!: This lad is begging for a lesson in respect...

Too slow grandad!



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him. Do whatever it takes to kill him – knock him off then just reverse over him, pull up alongside and blast him with the Ingram, whatever, then pick up the guidance chips and burn rubber back to the Marina for your $500 reward.

GUARDIAN ANGELS

Once again going to the Marina, you are told there's a nice bit of hardware secreted away in a multistorey carpark, and it's got your name on it. When you get there, you'll find both the Ruger Assault Rifle and – yes! – Lance. Next stop is the back alley where a deal is taking place, and you and Lance take point. Several cars full of Cubans will arrive, so let rip with the Ruger. Don't forget that it's L1 to aim, not R1, and run down the steps to make life easier, and to be closer to the biker.

Ah yes, the biker. After killing all the Cubans, without letting either Martino Diaz or Lance die, of course, two guys on Sanchez bikes nip in and steal the money. Diaz kills one of them, but the other escapes, so run up and get the bloodied bike and give chase. You have to be quick, though. If you let him get through the initial alleyways, you'll fail the mission. Keep up with him, firing with whatever Uzi-equivalent weapon you've got, until you kill him. Pick up the suitcase and return it to Diaz for his undying gratitude and $1,000.

THE CHASE

You've got a new boss in the form of Diaz – follow the D on your map to Starfish Island, and his palatial estate. Someone's screwing him out of 3%, and it's up to you to find out where the cash is stashed. Follow the pink marker, pilfering Diaz's Infernus if the whim takes you, until you reach the thief's apartment block. Check his window when prompted, then run after him to the roof.

It's a good idea to scout this route out before activating the last checkpoint, to make sure you know where all the ramps and planks are, but it's entirely optional. There's a puny Faggio scooter waiting for you at the end, and sadly you can't park a fast car here in advance, because when you get back to this spot it will have disappeared. Arse!

Basically he runs across the rooftops, stopping to detonate some barrels about three quarters of the way along, then he jumps off the end, gets in his BF Injection and you need to chase him all the way to a big house in Prawn Island. Stay far enough back so that you're out of range of his Rifle, but don't lose track of him. All you have to do is wait until he runs inside to pick up your $1,000. Another job successfully completed and another very happy boss.

PHNOM PENH '86

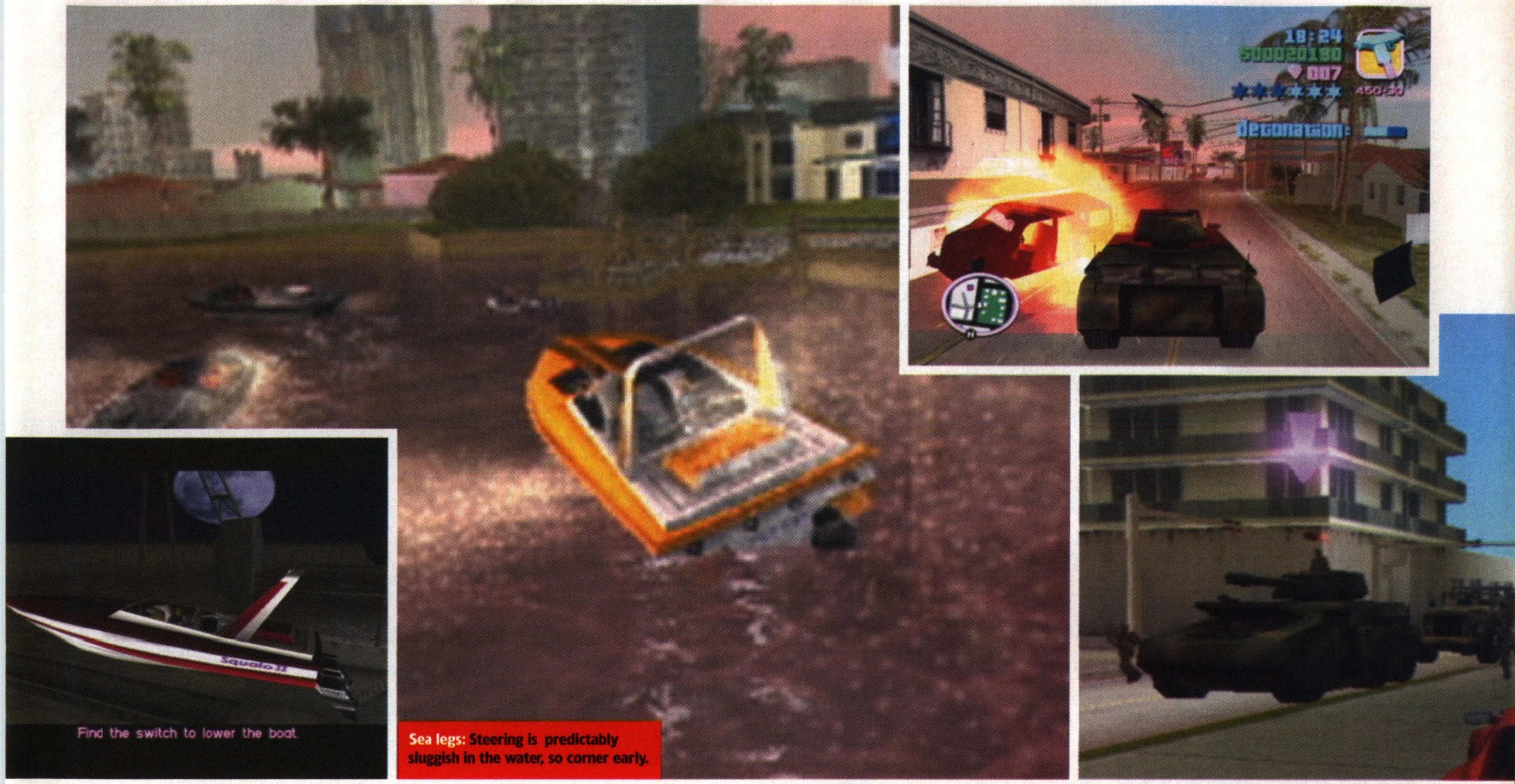
Despite the confusing name, the mission is pretty straightforward and a hell of a lot of fun. Lance flies a chopper, you hang out of the side and Machine Gun gangsters around their sunny villas. You'll take on little groups of them, one at a time, and neither Ammo nor the copter's health should run out. Once you've cleared enough of them out, you'll

heli health:
You're on MY turf asshole!

Ring the merciless: Time to show these gang members whose turf it *really* is. Er, via the safety of a helicopter. Flying above ground.

100
heli health:

Firestarter: It's like being back in 'Nam – kill Vietnamese/Cambodians/General Gangsters with the 'copters super-efficient gunnery.


Find the switch to lower the boat.

Sea legs: Steering is predictably sluggish in the water, so corner early.

POLICE LINE DO NOT CROSS POLICE LINE DO NOT CROSS POLICE LINE DO NOT CROSS POLICE LINE DO NOT CROSS POLICE LINE DO NOT CROSS POLICE LINE DO NOT CROSS

have to run in on foot and take out half a dozen or so more hoodlums – not a challenge with that beast of a gun. Run to the roof, pick up the cash, and you'll be airlifted out and given $2,000. You'll also get a call from the Colonel asking for your help, but most intriguingly of all, a storm warning stating that the bridges to the mainland are now open.

THE FASTEST BOAT

Diaz wants you to go to the newly opened mainland and steal a powerboat for him. It's a simple mission, complicated only by the fact that the boatyard is crawling with hoodlums. On the way there, check out a little building opposite the enormous docked ship for some useful Body Armour. The best way to deal with these punks is to drive straight in, hopefully running one or two of them down, then diving out and running into the building in the middle. There are three lairy workers with various tools in there who'll have a pop, but killing them increases your wanted rating.

Activate the switch by walking up to the pink thingy, which lowers the boat into the water, and activates a load more hoodlums that run in towards you. Now you've got a Machine Gun you can pretty much just hold down ◎ and take them all down with a minimum of aiming. Get in the boat, and head straight for the marker – it's very close, and whatever wanted rating you have when you reach it will disappear. A pretty easy $4,000.

SUPPLY & DEMAND

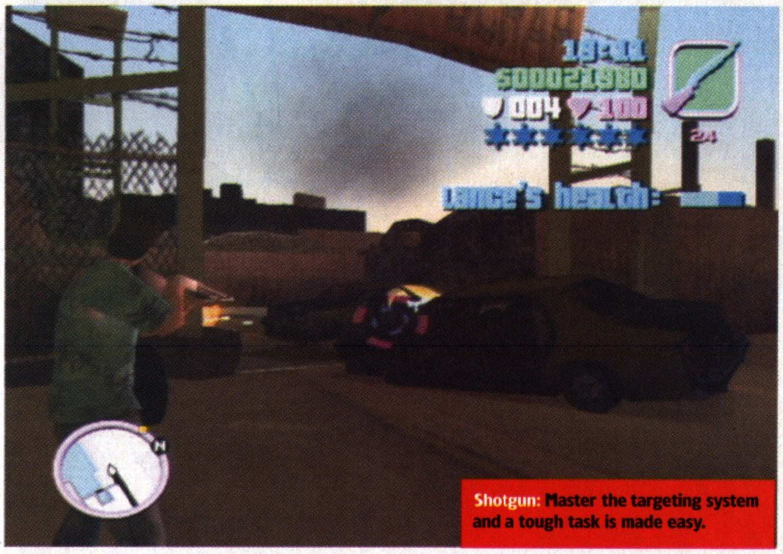
Great mission, this one. Again it's from Diaz, and again it involves that powerboat. First you need to race four other boats to a yacht to make a deal. Instead of following the others around to the right of the island, which leads into a series of tricky, tight turns, head around to the left and cut back in, saving time and trouble. After you get to the yacht, Lance takes over the controls and you have to defend your boat from the others who are now chasing you. Destroy first the boats behind you, then the helicopter above, then the gunmen on the jetty (who are foolishly loitering around explosive barrels), and lastly one more boat ahead of you to complete Diaz's last mission and get a whopping $10,000.

- **Tracksuit outfit delivered to Jackspot in Downtown.**
- **Encouraging, non-specific phone call from Lance.**

SIR, YES SIR!

Back to Colonel Cortez in the Marina, now, and he wants yet another favour. Tsk. Excitingly, though, it's to 'acquire' a piece of military hardware. A tank, in fact. A tank that's part of a military convoy that will kick your arse if you look at them a bit funny. Clearly, lateral thinking is required here. You can't just run up and get in the tank, because the game tells you you have to lure the occupants out first. Parking a car in front of the convoy doesn't work, because a soldier just drives it out of the way, and as you can imagine, trying to outgun them is dumb.

You have to distract the soldiers, and the best way to do that is to run some of them over, then run away extremely fast. Stay clear of the tank, and take the soldiers out carefully, because they pack a solid punch, more than enough to knacker most vehicles in seconds. Comandeering one of the Patriots can only help, but the ultimate goal is to get right up close to the Rhino tank unmolested, target and kill the soldiers on it and get in it, then get in and drive off. An automatic self-destruct sequence is initiated, but the lockup you're aiming at is only a couple of streets away, so you've got plenty of time to play around with your new toy. Drive it into the garage and get out for $2,000.



Shotgun: Master the targeting system and a tough task is made easy.

- **Phone call from Paul – new missions through him, Malibu.**

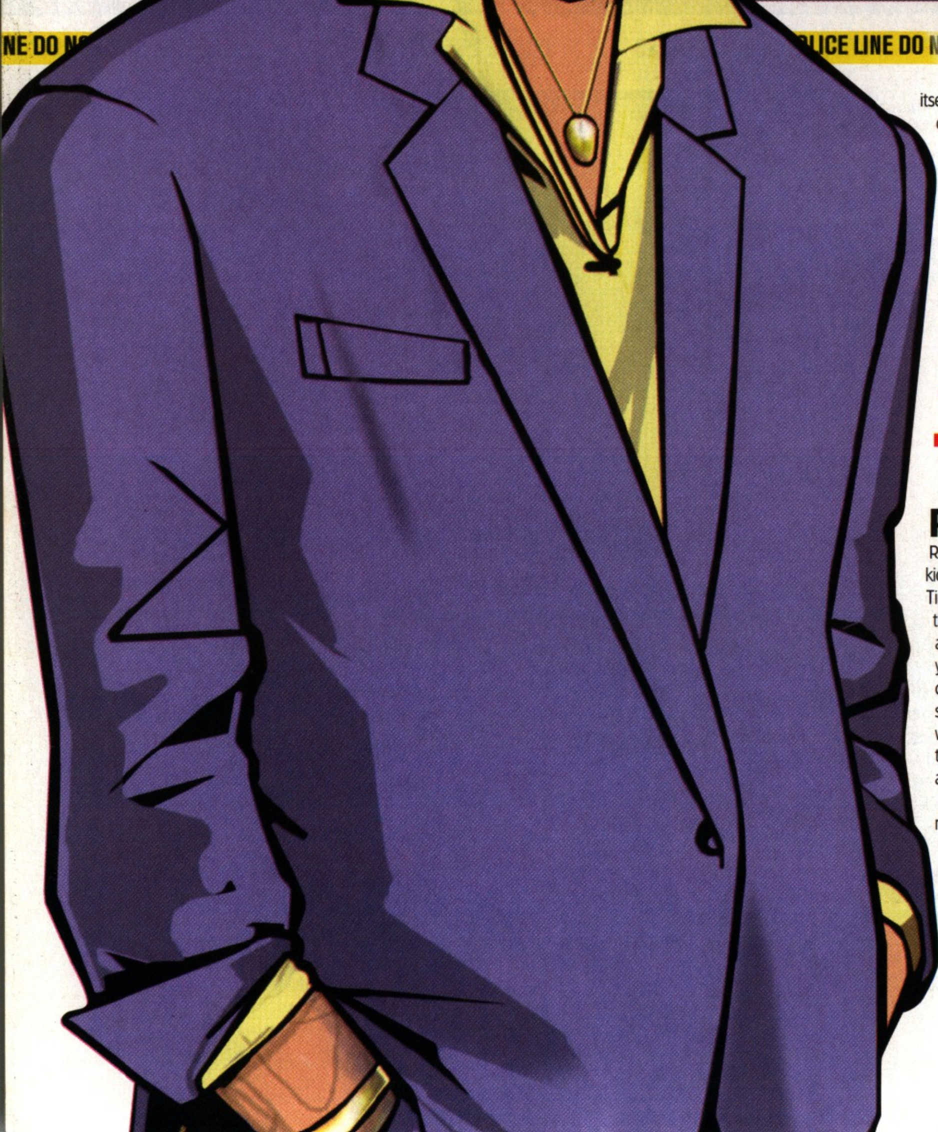
DEATH ROW

Paul is your new employer, and he's got a doozy for ya. Diaz has kidnapped Lance, and is torturing him at the junkyard. Time is of the essence in this tough mission, so you'll need a fast car – an Infernus, or a Cheetah or similar. We also strongly recommend picking up some Body Armour from the Ammo Nation at the south end of the island. When you leave the Malibu, take the road left, and keep going until you get to a right-angle left turn. This will take you over the bridge almost all the way there, and it doesn't matter if you take some prangs on the way – in fact it's preferable.

You'll face a barricade at the junkyard gate, and if you're car is spewing smoke when they start firing, there's a good chance it will catch fire and you can roll out of the way with Ⓐ as it ploughs into their cars, causing mass destruction and saving you the bother of killing the first few guys yourself. This is quite difficult to engineer, however. A more sure-fire method is to pull in at the left-hand side road just before the barricade, and snipe the cars they're hiding behind until they explode. The

17:17
$00068050
100
100
60-20
02:25
I run this town now. ME!

Bad ass: Tommy isn't shy about telling mall rats what the score is in Vice City...



itself – it targets the nearest threat with R1 and one shot will guarantee a kill.

Run towards the yellow marker, tapping R1 to continually re-target goons, until you reach Lance. He's in the shack at the end with three guards, so make sure you don't shoot him. All that remains is to activate his little cut-scene, run around to the left, get in the Sentinel and speed along to the hospital – trying not to get rammed off the road by Diaz's men in nippy sportscars. The hardest mission yet, and no reward.

- **Cortez calls up, needing your help to sort the French out.**
- **You can now do one last Diaz-related mission, as well as Cortez's stuff.**

RUB OUT

Ricardo Diaz killed Lance's brother, then kidnapped Lance himself and tortured him. Time for some payback. You may have noticed that, after the last mission, Diaz's mansion appeared again as a mission point. This time, you won't be doing his dirty work, you'll be cleaning up. After kitting yourselves out with some new toys, it's a pretty simple matter to work your way around the front then side of the mansion, through the maze to the interior, and on to the final showdown by his office. Move slowly through the mission, using L1 to make sure you see what's coming up ahead. The Machine Gun you have is very accurate, but there's a risk of running out of Ammo. Diaz himself is an easy target – you can get him long range with the Ingram, just press R1 and hold down ◎. For this easy mission, you get a staggering $50,000 – plus his house!

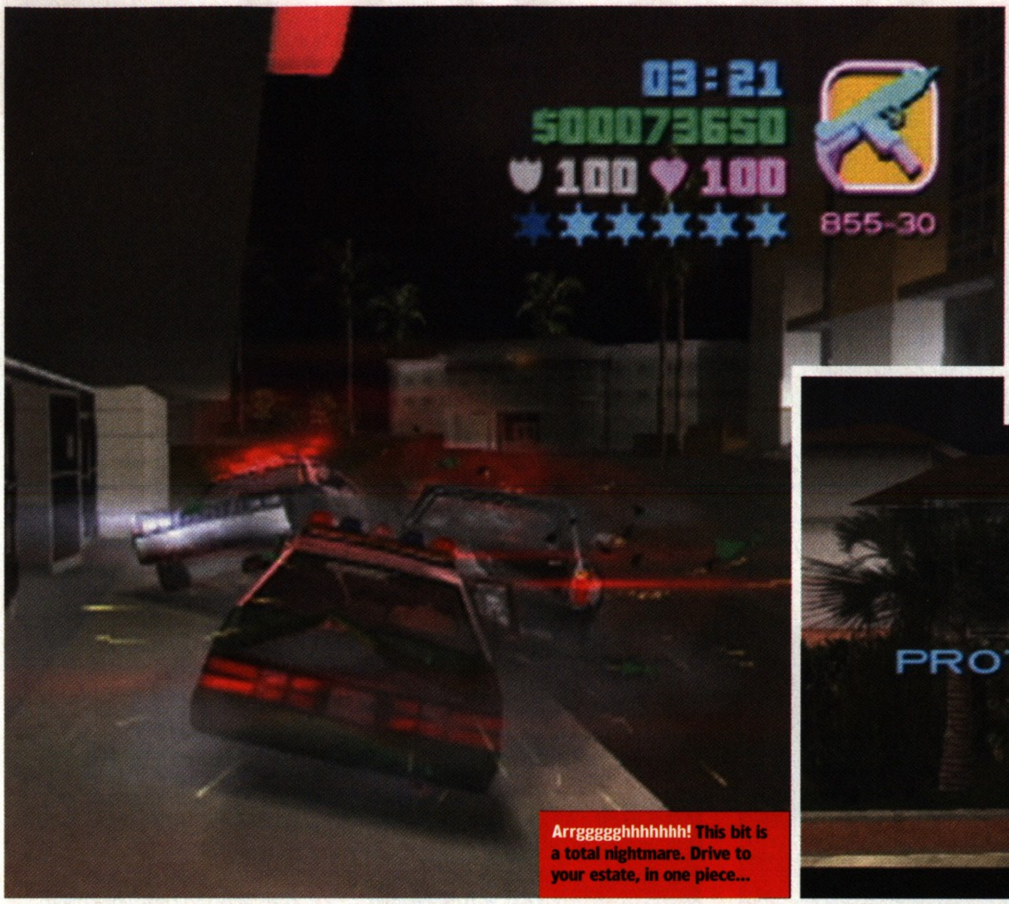
- **Obtain Diaz's mansion on Starfish Island.**
- **Paul calls – wants you to visit his recording studio (Love Fist icon appears on map).**
- **Sonny calls – keeping an eye on you.**

SHAKEDOWN

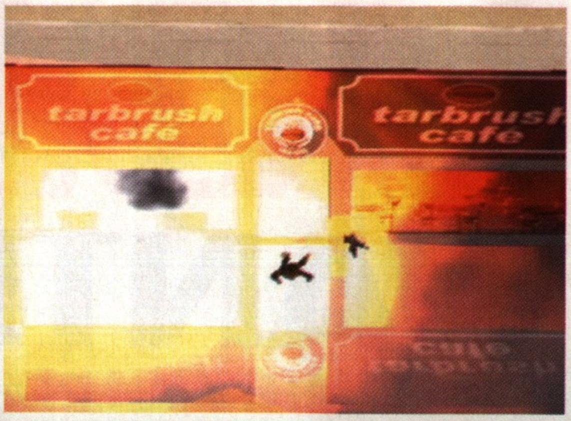
Simply walk forward to start this, the first mission of your official bid to take over the city. It seems simple in theory – within a five minute timespan, drive to the mall and smash the windows of five stores, convincing them of the necessity of your protection. Getting to the mall isn't a problem, and takes roughly a minute and a half, but once inside there are a hell of a lot of windows to smash on two different levels, and it can be disorientating. The more you smash, the more likely it is that you'll attract the attention of a cop, and risk getting busted. Cunningly, one of the stores here has a change of clothing for you, which will shake them off your tail if they get too meddlesome.

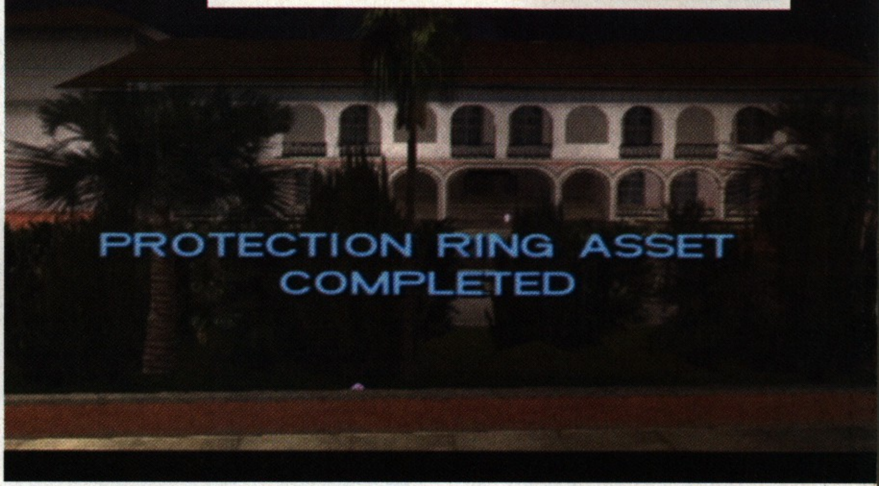
It's not fool proof, though. If you've got a particularly high wanted rating and there are multiple cops right on you, they'll see you change your clothes and won't be fooled. Any weapon will do to destroy the windows, but make sure you get them all – you'll know when you have, because the shopkeeper will make some pithy comment. As any of you who have played *GTA 3* will know, the best weapon of all is a car, and – wouldn't you just know it – there's a display model Infernus at the top right of the ground floor you can use to either ram raid or, even better, use in conjunction with your Uzi/Ingram to drive-by the windows.

It's a hell of a lot quicker than Shanks' pony, but obviously it can't make it up the escalators. You can use the car, you can use Grenades to get multiple windows at once, but the simplest way is just to use the Machine Gun, target the book and



Arrgggghhhhhhh! This bit is a total nightmare. Drive to your estate, in one piece...




PROTECTION RING ASSET COMPLETED

jewellery stores from long range, run up and spray Vinyl Frontier, get the top floor of Gash then down for the bottom, and lastly the Tarbrush Cafe. You get a modest $2,000 for finishing within the limit, and don't worry – your wanted rating will disappear.

- You can now buy other properties by pressing L1 at the special house icon.
- Carrington calls to encourage you to explore the real estate market.

BAR BRAWL

Compared to the last three missions, this one is terribly easy. A bar is apparently being protected by a gang of thugs and doesn't need you. Time to take care of business. Get in the Sentinel (not the Infernus, it's only a two-seater and you've got two mates with you), and drive up to the first checkpoint. It's a classic drive-by set up, so cruise slowly past the marked men and pump them full of lead. You now have five minutes to get the rest of the gang, so go to their nearby headquarters.

You can drive straight into the little yard area, but it's less messy to get out and just use a Shotgun to keep targetting and killing them. Two bikers get away and trash your ride, so jack the nearest car and give chase. Run them down a couple of times each, and that's that. Only $4,000, though.

- **Lance calls you up and complains that you haven't been treating him right. Looks like he's getting greedy.**

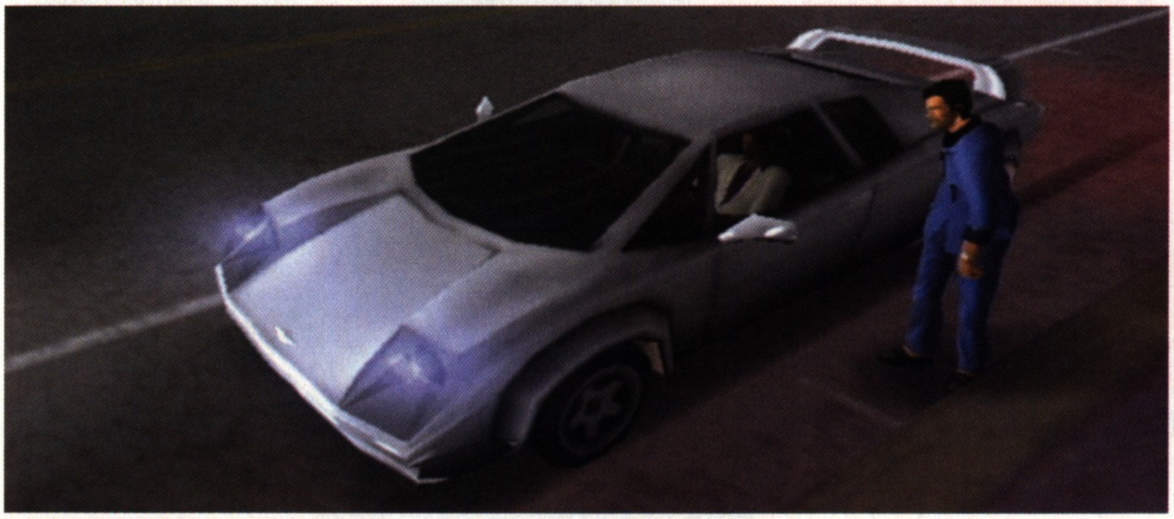
COP LAND

There are three distinct stages to this mission. First, get in the Sentinel and drive to the lockup, marked on your map. You need to lure two policemen in here, and as luck would have it every car holds two cops. Troll around until you find a patrol car then fire a few bullets at it until it follows you. Drive straight into the lockup and it should follow, activating the cut-scene. Sometimes they mill around a bit, uselessly, but it shouldn't be hard getting two of them – make sure nothing is impeding the door to the lockup.

Once in uniform, get the squad car from around the corner, and drive very slowly and carefully to the door closest to the Tarbrush Cafe. Park it so it's facing the road, immediately outside the door. Trust us, you'll need it. If you like, you can – at this stage – practise the shortest, quickest route back to your estate. It will take some time, but may be worth it. Once you're ready, wander in and arm the bomb by walking into the marker, then sprint out back to the car. You need to drive back to your pad as quickly as poss, with a high wanted rating and all kinds of law enforcement agencies trying their damnedest to force you off the road.

Keep a cool head, steer carefully, and if they set your car on fire try your best to jump in one of theirs, but don't drive off without Lance. Take the same route back you used to get to the mall, since it has few tricky corners that will slow you down and let them ram you. Run into the marker by your front door, and that's the Protection Ring Asset complete! Well, that's your lot this month and it should be more than enough to keep you going. Tune in next month when we take you through more *GTA*-related problems. ■

- **The Vercetti estate now generates daily revenue that you can pick up.**
- **The cop outfit is now available.**
- **Lance calls up, warns you not to patronise him like his brother used to.**



CHEAT ALERT!
If you're still having problems or need a Rampage guide, check out our cheats on page 82.

MOST WANTED

UK GAMES AWARDS 2004

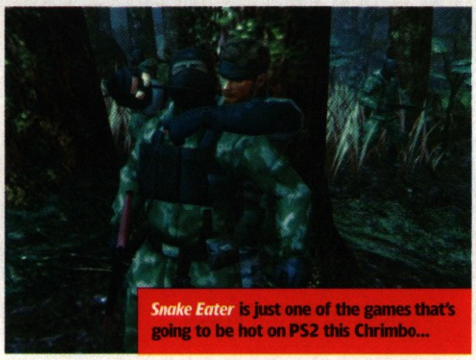
Your chance to shape the future of videogames, by voting for the game you most want to play...

Here's how your average run-of-the-mill awards ceremony works: grey industry men who earn more money than you, choose games you don't care about and have no intention of playing. The Award gets given out. Everyone goes home. Last one switches off the lights.

Most Wanted isn't your average run-of-the-mill awards ceremony. Not only is there not a single grey industry man in sight, but the only people that vote are the only people that count.

You.

Yep, you heard right. Most Wanted is *your* chance to decide who gets what. But with an added twist. See, it's not about games past. It's about games coming. It's about what's hot and what's hotter between now and Christmas. We want you to take a look at the games coming up for PS2 (lists are readily available in magazines such as Official PlayStation 2, PSM2 or PSW – or just take a squizz right for a stripped down version) and tell us which games you most want to play in the coming year. It's entirely up to you. *You* vote for the games *you* want to play. Then we reveal all in the autumn.


Snake Eater is just one of the games that's going to be hot on PS2 this Chrimbo...

SOME GAMES TO CONSIDER

GTA: SAN ANDREAS

GRAN TURISMO 4

THE GETAWAY 2

FINAL FANTASY XI

THE LORD OF THE RINGS: THE THIRD AGE

KILLZONE

BURNOUT 3

STAR WARS BATTLEFRONT

DEF JAM 2

METAL GEAR 3: SNAKE EATER

OR SEE OFFICIAL PS2, PSM2 OR PSW FOR MORE

HOW TO VOTE AND IT ISN'T ANSWERS ON A POSTCARD

gamesradar.co
THE UK'S NUMBER ONE GAMES WEB
MOST WANTED

ON THE PHONE

Vote for your Most Wanted Game on the mobile blower...

1. Text **CHEATZONE** followed by a space, then...
2. The name of the game (in full) you want to nominate. For example, it might be **CHEATZONE SHREK 2**... but, let's be honest, probably not. More likely **CHEATZONE BURNOUT 3**.
3. Send it to **83130**. Message costs an actually-quite-reasonable 25p inc VAT plus your normal text cost. Bingo.

ON THE WEB

Go to www.gamesradar.com and click on the Most Wanted link.

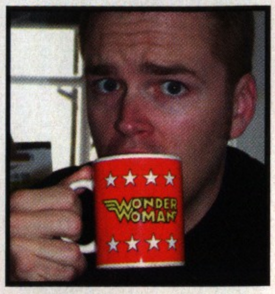
☒ **TEXT 83130** ☒ **http://gamesradar.msn.co.uk/**

TERMS AND CONDITIONS Text messages cost 25p inc VAT plus your normal text cost. Competition open to UK residents only. All votes must be received by midnight on 05/07/04. Entrants must not be an employee, agent or subcontractor of the promoters, or a relative of any of those persons. The promoter is Future Publishing Limited, Beauford Court, 30 Monmouth St, Bath, Avon, BA1 2BW, Company No.: 02008885.

OPINION

YOU VOTE

WELCOME TO THE AWARDS YOU GET TO VOTE FOR...



So, you now know a little bit more about Most Wanted. (Erm, providing you've read that bit to the left, there.) Big question now is what game – or games (remember you can vote for as many as you like) – are you looking forward to this Xmas?

Let's face it, with the sheer volume of games coming out in the last quarter of the year, you're going to find yourself hard pressed to squeeze things down into single figures. So, in an effort to clear your mind Karate Kid-style, here's what a quick **Cheatzone** office poll threw up. Threw up being the right word when you see some of Cundy's 'interesting' choices.

So... I'm Editor. I start first. Three games for me. *GTA: San Andreas* tops the list, followed by *The Getaway 2*, followed by *Killzone*. That's a lot of killing.

The others? Well, Steve has got only one: *Gran Turismo 4*. Fair enough. But, Tom likes his games like his women: long, tedious and slow. *Final Fantasy XI* heads up the pack, followed by *Star Ocean: 'Til The End of Time*. Hoody, being older, was trying to chuck *Horace Goes Skiing* into the mix, but ended up with the next *Pro Evolution* game, and *Resi Evil Outbreak*. And Cundy... well, he fancies *Miami Vice* and *Shaun Palmer Pro Snowboarder 2*. Hippy.

So, you've got the idea – now it's over to you! Your vote counts, so if you want your game to win, eeeeyes left.

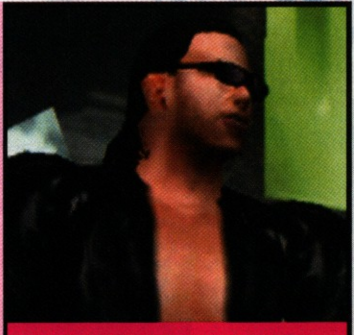
Tim Weaver
Editor

TORRIE PRESENTS...

MAKE YOUR OWN... BRET 'THE HITMAN' HART

THE HITMAN HAS YOU IN HIS SIGHTS!

Stu Hart was a legend of his time. The wrestling 'dungeon' he set up in his cellar in Alberta, Canada produced legends of a new generation; Chris Jericho, Lance Storm, Chris Benoit, The Dynamite Kid and, of course, his son Bret Hart. One of the most famous wrestlers in the history of the business, Bret won title after title in the WWE, until he left after a controversial loss in 1997.



No, the glasses aren't quite right: But hey, we tried. The rest is pretty good.

SUGGESTED MATCHES

- **1992 Bret Hart vs British Bulldog, singles match at Summerslam. Bret lost the Intercontinental belt back then – time for a rematch! Admittedly, you'll have to create the Bulldog too, but watch this space...**
- **1996 Bret Hart vs Shawn Michaels Iron Man Match, WrestleMania XII. A gruelling 60-minute marathon that went into overtime, with Michaels winning.**

BODY

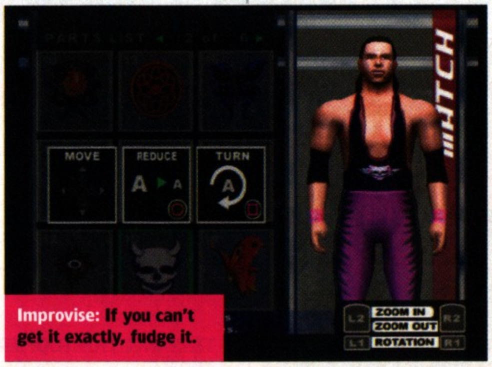
Face 25, Model 20 (Default)

Head (-10, -6)
Eyebrow (0, -20)
Eyes (-23, -34) (80, 10)
Nose (0, 28) (0, 16)
Cheek (-3)
Mouth (69, -3)
Jaw (100, 23)
Skin 1, Colour 1 (Default)
Hair 60 (-85, -5) (0) (72)
Eyebrows 29 (Default)
Eyes 31 (Default)
Facial Hair 85 (-89, 9) (0) (-60)
Lips 4 (100, -20) (0)

LAYERS

Accessories/Head/Make Up 5 (30, -90) (0) (-100)
Attire/Upper/Costume 15/1/2 (12, -65) (0) (100) (-100)
Attire/Lower/Tights 9/342 (74,3) (0) (100) (-100)
Accessories/Upper/Arm Accessories/Both 2 (81, 100) (-10) (100)
Attire/Body/Wrist Bands/Both 1, Design 1 (12, 57) (-100) (100) (98)
Attire/Lower/Knee Pads/Both 5/1 (12,-45) (-100) (100)
Attire/Lower/Shoes 13/1/1 (12,100) (-100)
Design/Picture/Body 96 – Press ◎ three times, and centre it on his belly. (62,9) (-100) (40)
Design/Simple/Body 141 – Press ◎ twice, center it over the first piece (78,6) (-20) (100)
Design/Tattoo/Body 15 – Press ◎ twice, again centring it over the pieces so far (Default)
Design/Letters/Body/Sign "." – Press ◎ three times and cover one of the horns on the skull (78,6) (-20) (100)

Repeat the process above for the second horn



Improvise: If you can't get it exactly, fudge it.

ENTRANCE ONLY

Accessories/Head/Head Accessories 64 (-43,-28) (-44)
Attire/Upper/Jackets/Jacket 20/1 (12,-100) (0)
Design/Tattoo/Body 15 – Leave it the size it is, and centre it on the back of his jacket. (Default)
Design/Letter/Body - Write "HITMAN" in the smallest size basic font along the top of the skull (66,21) (-42) (100)

FIGURE

FORM
Head (Default)
Neck (Default)

COLOR
SHADE
DEFAULT
DECISION
MATCH
ZOOM IN
ZOOM OUT
ROTATION

Chest (32, -14) (5)
Shoulders (-32, 19) (-16)
Abdomen (40, 0) (-14)
Arms (35, 0) (-52)
Forearms (1, 24)
Hands (15, 29) (-49)
Waist (10, 12)
Thigh (9, 28)
Legs (13, 0) (-13)
Feet (Default)
Height – 6"1

PROFILE

Name – Bret Hart
Ring Name – Hitman
Nickname – Bret

BIOGRAPHY

Gender - Male
Classification – Heavyweight
Face/Heel – Extreme face
Signboard – Canadian flag, anything generic (maybe Go Back To Canada)

ATTRIBUTES

Strength – 3.5
Submission – 5
Endurance – 5
Technique – 4.5
Speed – 3

LOGIC

Logic 1 – Submission
Logic 2 – Grappler
Move – Clever
Irish Whip – Less Often
Attack The Ref – Not usually
Weapon Use – Dislike
Diving Moves – Less Often
Taunt – Less Often

MOVESET – 33CBH

WIN PS2 GAMES!

CHALLENGE ZONE

GET IN THE ZONE. DEFEAT THE OPPOSITION. BE THE BEST. BRAG TO YOUR MATES.

NEW! FFX-2 & BOND LEAGUES!

NEW CHALLENGES! **Yep, the entries are coming in faster than ever, but we want more tapes – especially for our brand new *Final Fantasy X-2* and *Everything Or Nothing* leagues.** In fact, we're not wanting. We're *demanding*. So... this is how the whole shebang works, then. We've got five challenges for five of the biggest games on PS2. Try your hand at as many as you fancy, send 'em in and we'll see how you fair in our mini leagues – and in the ultimate Game Gods League, where it's everybody vs everybody. Just record (see 'How to Record on VHS') or take a photograph (pic of high score or time as appropriate) and send in the evidence. ***Every month the best performers will win a PS2 game.*** Get in here. ■

GAME #1

FINAL FANTASY X-2

NEW CHALLENGE!

CAN YOU CLAIM THE MORTAL COIL?

WHAT WE WANT YOU TO DO...
Have a go at the Gunner's Gauntlet in Besaid. We want you to score at least 1,150 points, earning the Mortal Coil. ■

LEADER BOARD

1	**WE WANT YOUR SCORES!** 0000
2	**WE WANT YOUR SCORES!** 0000
3	**WE WANT YOUR SCORES!** 0000
4	**WE WANT YOUR SCORES!** 0000
5	**WE WANT YOUR SCORES!** 0000

STAR PLAYERS

CHRIS NADIN
Stupendous time from Wrexham's own Chris. Whack. Bang. Job done. ***Chris wins a copy of SOCOM 2.***

STEVEN SHAW
The Shaw Thing made shaw on *NFS: Underground*, topping this month's table. ***Steven wins a copy of WR3.***

CRAIG MCARTHUR
Special commendation for Craig's *NFS* and *Vice City* entries. Booyah! ***Craig wins himself a copy of Ghost Hunter.***

GAME #2

SSX 3

TAKE IT TO THE MAX AND SCORE MUCHOS BIG!

WHAT WE WANT YOU TO DO...
Go Uber loopy and get an absolutely mind melting score on R&B – Slopestyle, Peak 1, Freestyle Race 1. ■

LEADER BOARD

1	**MATT MARTINS** 825,103
2	**ADRIAN SLEPPINGTON** 801,412
3	**THOMAS FILLEY** 798,500
4	**RORY McLEISH** 654,282
5	**MICHAEL MURPHY** 548, 302

GAME #3

NEED FOR SPEED: UNDERGROUND

NEW CHALLENGE!

RECKON YOU'VE GOT THE MEANEST CAR?

WHAT WE WANT YOU TO DO...
Using our time of 1:47:34 as a basis, have a two lap Quick Race on the Olympic Square Circuit on Medium. ■

LEADER BOARD

1	**STEVEN SHAW** **NEW** 1:32:01 (10 PTS)
2	**CRAIG MCARTHUR** **NEW** 1:35:40 (7 PTS)
3	**OLIVER PETRUCH** 1:38:83
4	**BEN HATTON** 1:43:87
5	**TERRANCE MONTGOMERY** 1:48:42

GAME #4

EVERYTHING OR NOTHING

IS 007 THE PLATINUM SECRET AGENT?

WHAT WE WANT YOU TO DO...
How many Platinums can you nab in *James Bond Everything Or Nothing*?

NEW CHALLENGE!

LEADER BOARD

1	**WE WANT YOUR SCORES!** 00
2	**WE WANT YOUR SCORES!** 00
3	**WE WANT YOUR SCORES!** 00
4	**WE WANT YOUR SCORES!** 00
5	**WE WANT YOUR SCORES!** 00

GAME #5

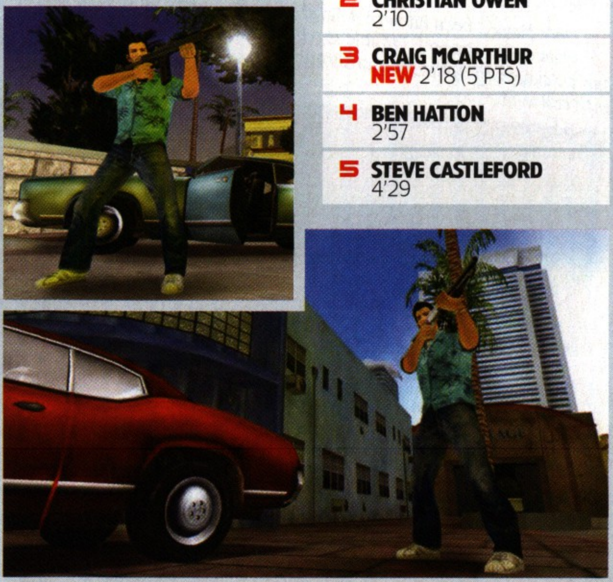
GTA: VICE CITY

PUT THE PEDAL TO THE METAL AND BURN IT, BABY!

WHAT WE WANT YOU TO DO...
Drive from Ocean Beach Hotel to the Hyman Stadium as fast as you can. Use any car/bike, but no cheats!

LEADER BOARD

1	**CHRIS NADIN** **NEW** 1'54 (10 PTS)
2	**CHRISTIAN OWEN** 2'10
3	**CRAIG MCARTHUR** **NEW** 2'18 (5 PTS)
4	**BEN HATTON** 2'57
5	**STEVE CASTLEFORD** 4'29



HOW TO RECORD ON VHS

Attach your PS2 lead to the PS2 and then the fat end to back of the video using either SCART (like the one above) or alternatively...

... Composite leads, like these. Select the video channel on your TV, select the right video input so you can see the PS2 picture and hit record.

DAVE BLOKE
TIMESPL

Once you've played and recorded the challenge, write your details on the vid, fill in (or photocopy) the form below, and send it into us...

Oh, and don't forget to send us a beautiful picture of yourself because we'll be showing the best performer each month and crowning them with the accolade of 'Star Player'. Imagine the kudos. It could be you...

GAME GODS

GET ENOUGH POINTS ON THE LEADERBOARD AND YOUR NAME COULD BE UP HERE TOO.

1	**ALEX READY**	**WYCOMBE**	20 POINTS
2 =	**BEN HATTON**	**CHESTERFIELD**	17 POINTS
2 =	**MATT MARTINS**	**STOKE**	17 POINTS
3	**CRAIG MCARTHUR**	**BRIDG'D**	12 POINTS **(NEW)**
4 =	**STEVEN SHAW**	**SHEFFIELD**	10 POINTS **(NEW)**
4 =	**CHRIS NADIN**	**WREXHAM**	10 POINTS **(NEW)**
4 =	**OLIVER PETRUCH**	**CHESHIRE**	10 POINTS
4 =	**CHRISTIAN OWEN**	**LLANELLI**	10 POINTS
4 =	**MARK WILLIAMS**	**LONDON**	10 POINTS
4 =	**GAVIN MALCOLM**	**DEVON**	10 POINTS
5 =	**S CASTLEFORD**	**CANNOCK**	9 POINTS
5 =	**ALLIE McCARTHY**	**DUNDEE**	9 POINTS
6	**D BEIZENDEUT**	**HOLLAND**	8 POINTS
7 =	**T MONTGOMERY**	**PLYMOUTH**	7 POINTS
7 =	**ROBERT SILK**	**BRISTOL**	7 POINTS
7 =	**A SLEPPINGTON**	**TAUNTON**	7 POINTS

HOW THE GAME GODS POINT SYSTEM WORKS

It's simple. Accumulate points on the challenge leaderboards (1, 2, 3, 4, or 5) to earn a position on the Game Gods league table. Points are dished out according to achieved positions on the challenge leaderboards like so: 1st = 10pts • 2nd = 7pts • 3rd = 5pts • 4th = 4pts • 5th =3pts • Players that miss out on a leaderboard ranking are still awarded a single point, so you'll still have a chance of appearing in the Game Gods league table. So, are you a Game God or a Game Dog...?

DEAL ME IN – I'M UP FOR THE CHALLENGE!

(AND, IF I'M BEING HONEST, I QUITE FANCY WINNING A FREE PS2 GAME TOO...)

Name ____________________

Address ____________________

The game you've nailed ____________________

Your achievment (points/time/score) ____________________

REMEMBER! Don't forget to send us a photograph of yourself!

SEND THIS FORM TO: Challenge Zone, **Cheatzone**, 30 Monmouth Street, Bath, BA1 2BW

Seen this...?

#7

STUFF YOU SHOULD HAVE DONE IN...

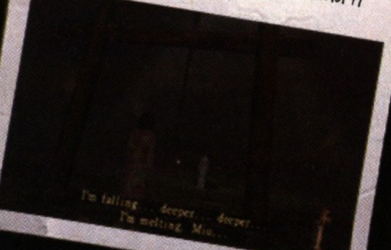
PROJECT ZERO II CRIMSON BUTTERFLY

CHAPTER ZERO: HELLISH ABYSS AND THE BLOODY KIMONO FIGHT

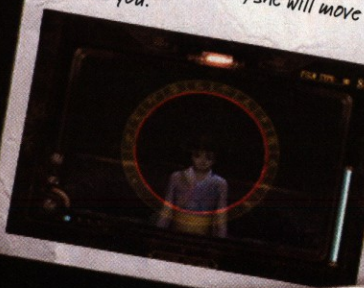
When playing the game on Hard Mode, a new Chapter is played after the Rope Man at the Sacrificial Altar has been defeated. Although Chapter Zero is just an encounter with Sae (Bloody Kimono) at the Hellish Abyss, if you defeat her spirit you will see an alternative ending. And, if you're trying to complete the Spirit List, there's a tricky ground-tied ghost (Swallowed By Dark) to capture. Once you've completed the game on Hard Mode, you acquire the Stop and Crush lenses for the camera, a couple of extra costumes and unlock the Nightmare difficulty. Anyway, enough talk, let's do it! ■

① After defeating Rope Man at the Sacrificial Altar, head down the steps at the back of the chamber to begin Chapter Zero.

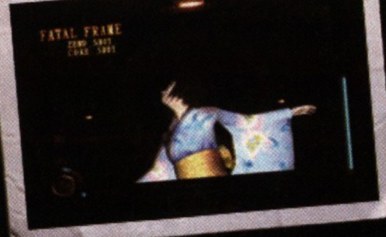
② You'll find Mayu standing dangerously close to the edge of the Hellish Abyss. You'd think they'd put railings round it or something...



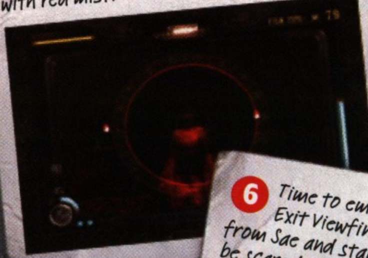
③ Enter Viewfinder Mode and aim at Mayu while walking towards her. As you get closer to her, she will move towards you.



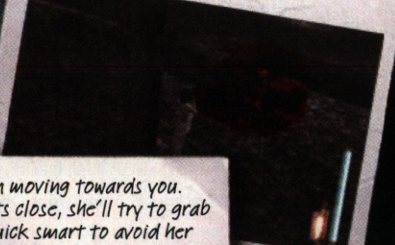
④ Wait for the Fatal Frame indicator to flash and take a shot. If you miss with this shot, it's game over. So don't miss. No, really, don't.



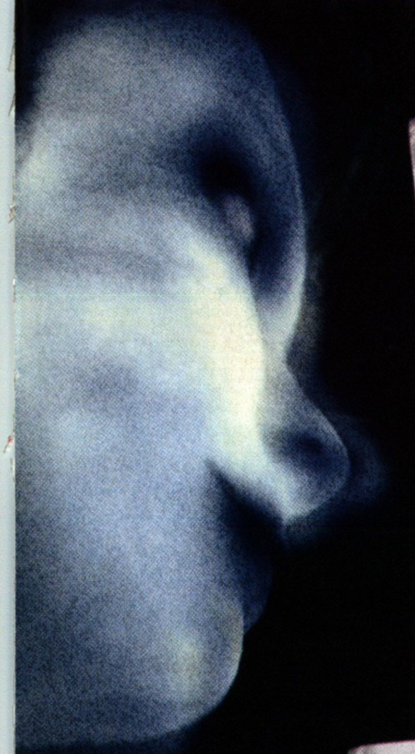
⑤ Once Mayu's been hit with a Fatal Frame, Sae appears. Trouble is, you can't damage her while she's enshrouded with red mist.



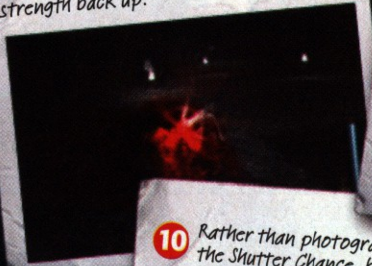
⑥ Time to employ a new stratagem. Exit Viewfinder Mode, turn away from Sae and stand your ground. Don't be scared of her.



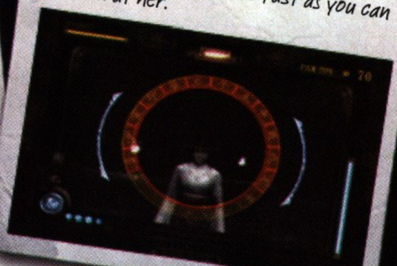
⑦ Sae will begin moving towards you. When she gets close, she'll try to grab you – run away quick smart to avoid her creepy clutches.



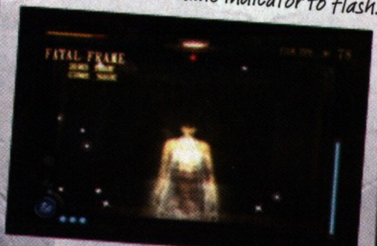
8 If Sae does grab you, use Evade to avoid taking any damage. If you do lose health, simply use Herbals to get your strength back up.



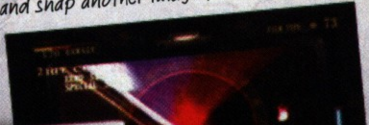
9 Once Sae has failed to grab you three times, she appears without the mist. Enter Viewfinder Mode as fast as you can and aim at her.



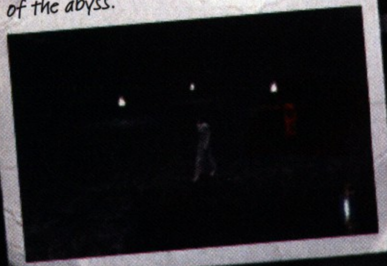
10 Rather than photographing Sae during the Shutter Chance, be patient and wait for the Fatal Frame indicator to flash.



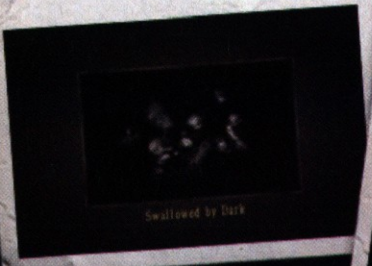
11 If you've managed a Fatal Frame, look for the indicator to flash again and snap another image for a combo shot.



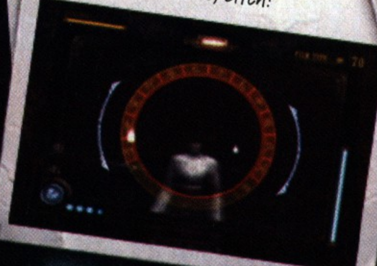
12 If you want a 100% Spirit List, wait for Sae to appear without the mist and stand at the south side of the abyss.



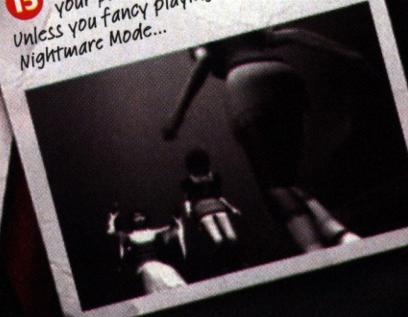
13 Aim into the abyss and the Capture Circle should glow. Take a picture to capture 'Swallowed by Dark'.



14 Once Sae is defeated, she appears at the edge of the abyss and you must hit her with one last shot. Smile, bitch!



15 Now you can wipe the skids from your pants because it's all over. Unless you fancy playing through on Nightmare Mode...



NEXT MONTH

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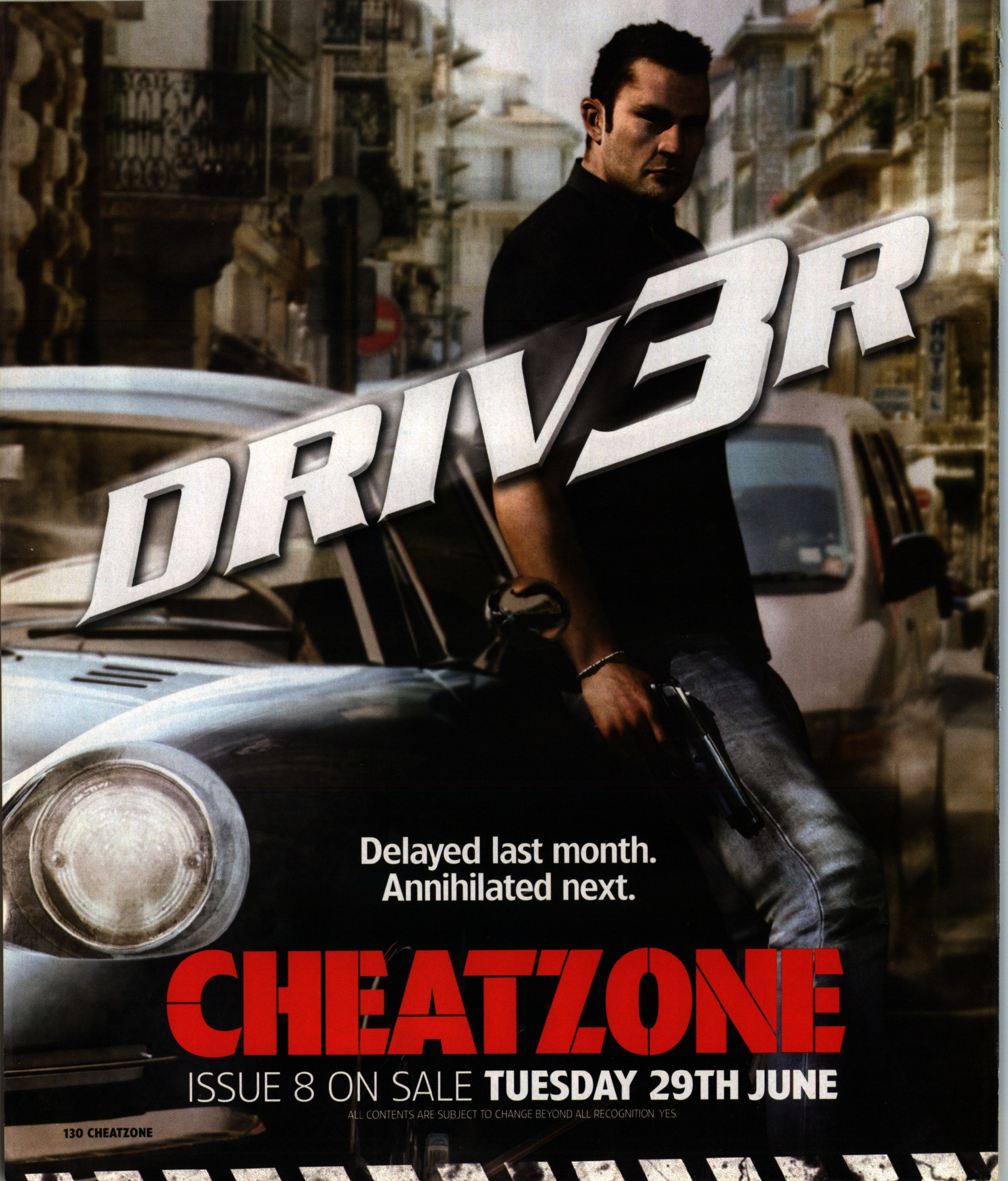

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SHUT UP - the black eyed peas	113123
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THE WAY YOU MOVE - outkast	113173
SATURDAY NIGHT - ud project	113626
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8 MILE - eminem	112376
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STRAIGHT AHEAD - tube & berger ft.	113527
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RETURN OF THE SPACE... - jamiroquai	113726
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R'N'B

YEAH - usher feat ludacris & lil jon	113546
WHERE IS THE LOVE - the black eyed peas #	112890
THANK YOU - jamelia	113455
BABY BOY - beyonce knowles ft. sean paul #	112933
BREATHE - blu cantrell feat. sean paul	112521
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50:50 - lemar	113197
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CAN'T GET YOU OUT OF MY - kylie #	111388
A LITTLE LESS CONVER.. elvis l #	111957

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SWEET CHILD O MINE - guns n roses #	111258
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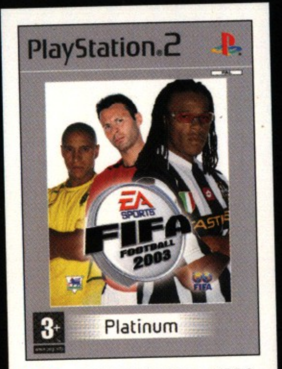
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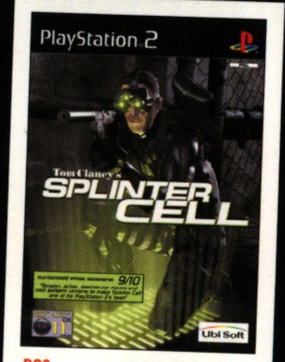
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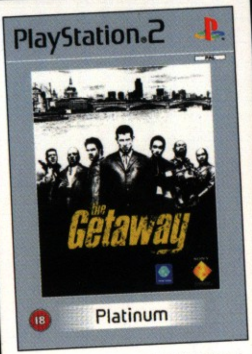
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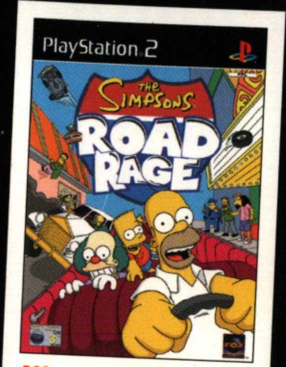
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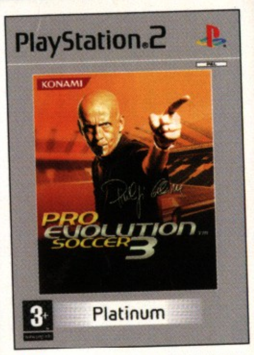
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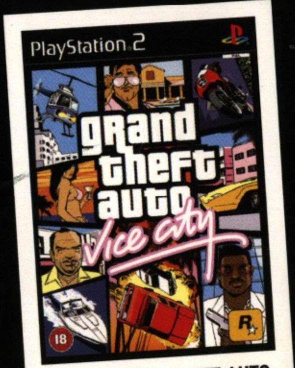
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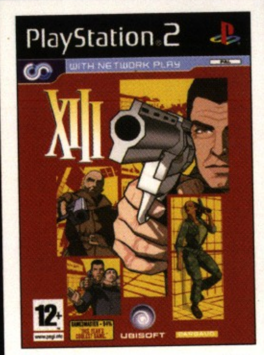
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